

GURPS[®] Supers[™]



DEATHWISH[™]

A Rock 'n Roll Adventure by Loyd Blankenship

STEVE JACKSON GAMES

DEATHWISH

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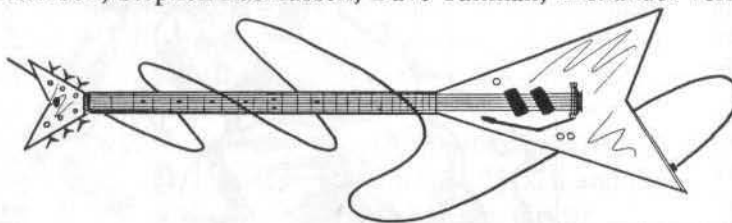
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INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped, legal-sized envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game questions accompanied by an SASE. Please allow 6-8 weeks for a reply, as we get a lot of these!

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for many games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It is up 24 hours per day at 512-447-4449 at 300, 1200, or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition) and *GURPS Supers*. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set* (Third Edition). Any page reference that begins with SU refers to *GURPS Supers*.

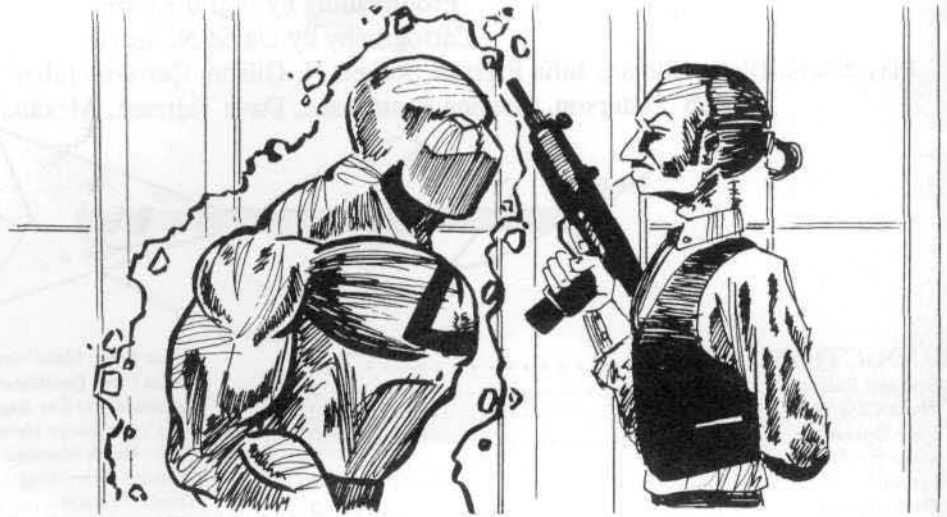
About the Author

Lloyd Blankenship is the author of *GURPS Supers* and in his spare time is Managing Editor at Steve Jackson Games. He has played guitar and bass with several bad garage bands, and wasn't at Woodstock.

Deathwish is an adventure for four to six *GURPS Supers* characters. The PCs should be 500-point "four-color" characters. More experienced supers will enjoy this adventure, but the GM will have to increase the power of the villains to keep the adventure challenging for the players. Pages 28-32 contain the character sheets for the villains opposing the PCs — their point totals range from 500 to 750.

Deathwish will take anywhere from one to three playing sessions to complete, depending on how many sub-plots the heroes follow up, how many combats they get into and how long a typical session lasts. When the main adventure is over, the GM can still use many of the NPCs in an ongoing campaign, and *Deathwish* has several adventure seeds that can be fleshed out into separate episodes.

Players should stop reading here — the rest is for the GM's eyes only!



Optional Rules

It is recommended that the GM use some of the optional combat rules to limit the deadliness of combat. If the Stun Damage rule (see p. SU86) is not in effect, then a Damage Modifier (see p. SU87) of at least 1/2 is suggested. *Deathwish* is intended to be a comic-book style adventure, with sizzling energy bolts, storms of bullets, and heroes that miraculously survive incredible blows. Having the characters killed by the first group of thugs with automatic weapons goes against the spirit of the adventure!

The adventure doesn't revolve around combat, however. There should be between two and four super-combats, but the bulk of the work will be done by the PCs following clues and trying to piece together exactly what is going on.

If a player character possesses psi powers, all five members of the band *Deathwish* should be equipped with technological mind shields, if such a device exists in the campaign. A recommended device costs \$5,000, weighs 3 pounds, provides Mind Shield-15, and runs on standard batteries (available at any convenience store). If no such device exists, the GM should be careful that a PC psi doesn't merely strip the information needed to solve the mystery from the minds of a psionically-helpless villain, thereby short-circuiting the adventure.

Background

Deathwish can be easily integrated into an existing campaign. This adventure is designed to plug into any city in the United States with a population of over 100,000. Throughout the adventure, the actual location is referred to as the "campaign city."

Plot Summary

Deathwish is a rock band with a secret identity — that of an evil super-team specializing in jewelry and art thefts. Their *modus operandi* is to make daring heists during their concerts. Deathwish's latest trick is to cause a riot at the concert in order to distract the police. Then, as the crowds go wild, they hit the robbery scene.

The PCs become involved with the investigation by helping to quell one of these riots. From the beginning, the players will probably suspect that either Deathwish or their warmup band, Sinister Drums, have something to do with the mysterious riots and burglaries, but they have to follow up several avenues of investigation before they can *prove* anything (or know for sure if they're right). Initially, the GM should try to convince them that the theft was a political maneuver by Sinister Drums. In reality, it was merely another step on the way to the big heist — the King Tut exhibit at the Denver Museum of Art.

The adventure ends at an outdoor concert where the villains will try to sneak away to make the King Tut heist. The players will have to stop the theft (or at least catch the thieves while they still have the goods on them), and keep the huge crowd from rioting when its favorite band is arrested.

The GM should read the *Rolling Rock Magazine Story* (sidebars pp. 16-18), the character backgrounds for the members of Deathwish (pp. 28-32), and the sidebars on pp. 5-6 concerning Sinister Drums before reading any further.

Getting Started

There are several different methods of introducing the player characters to the adventure. The GM should pick the one that best fits into his campaign, combine them, or come up with something entirely new.

A Radio Promotion

A character's car is pulled over by a van from the local radio station, K-ROK. He is allowed to reach into the K-ROK Loot Bag and draw out a prize. Surprise! He has just won a night on the town for himself and five of his friends. The characters will be picked up in the K-ROK limousine, taken out to one of the city's finest restaurants, and then given backstage passes to see Deathwish.

Non-Native Super-Teams

If some of the PCs are not from the campaign city, they may be taken on a guided tour provided as a courtesy to visiting supers by the campaign city's Chamber of Commerce. The tour includes free passes to the concert that night (for those who are interested), or an after-hours tour of the museum (the initial robbery target, pp. 10-11), for those who are not heavy-metal fans.

New Campaigns

If *Deathwish* is to be the first adventure of a campaign, the players should be encouraged to go to the concert. Perhaps one of the PCs is a reporter for a local newspaper, or a police officer assigned to crowd control at the stadium. Or maybe the characters themselves are members of a band, going out to see their heroes!



Using Deathwish

While *Deathwish* is intended to be used in a super powered campaign, it can easily be modified for characters with no superabilities at all. Instead of meta-villains, the band members can be altered into cat burglars with 100 to 150 points. The Deathheads remain normal fanatics with automatic weaponry, and Psytron and Sorceress will merely hide from the PCs at the museum, or escape through a second secret tunnel.

In the climactic last scene, the band will return to the concert site from the museum in the helicopter rather than using Psytron's teleportation powers.

The campaign setting could also be altered to a non-supers outer space setting with similar modifications: substitute ultra-tech equipment for the villains' superpowers, and, instead of a city-to-city investigation, lead the PCs on a planet-to-planet jaunt.

Discography

Chainsaw Records released *Wish Upon a Scar*, the first Deathwish album, in 1987. Spurred by such songs as *Your Pain, My Pleasure*, and *Spikey Bits*, the album quickly went platinum. It was followed up in early 1988 with the controversial and phenomenally popular *Wishcraft* album, which was banned in stores around the country because of its cover. That cover proved to be a monumental stepping stone in the career of model-turned-actress Tina Fluffe, who says she doesn't regret the nudity at all, and that the snakes didn't bother her once she got used to them.

The band is now touring in support of its third album, the 1989 release *Wishing Hell*, and is planning to record a live double album (*Blow Out the Napalm and Make a Wish*) in Denver later this month. Critics of the band remain unimpressed by the band's hard-edged rock, but thousands of members of the Deathwish Fan Club disagree, sometimes violently (see below).



The Deathwish Fan Club

The official Deathwish Fan Club has over 250 chapters in all 50 states plus 27 foreign countries. The members (known as "Deathheads") total well over 100,000, each plunking down the \$20 annual dues cheerfully. At live concerts almost a third of the audience wear the black T-shirt bearing the Deathhead — a skull with a large knife driven through the top of its head.

Deathheads are usually young (under 25), and are obsessed with the band's music. There have been sporadic outbreaks of violence at Deathwish concerts — almost all have been traced back to a drunk or drugged (or both) Deathhead deciding that he didn't like the way someone looked at him.

The club newsletter, *Better Off Dead*, is published by Deathwish Press in southern California, and comes out bi-monthly.

The Adventure

THE ADVENTURE

Act One: The Stadium

It is a sweltering summer night in the campaign city. Deathwish is in town, and over 20,000 fans are in line to see the show. Outside the stadium, tickets are being scalped for up to \$150 each — several enterprising capitalists approach the PCs as they head into the auditorium, offering to "trade up" their tickets to better seats in exchange for a ticket and cash, or sell them good seats outright.

Getting Scalped

If the PCs get involved in ticket buying or swapping, the GM should make an IQ roll for each player handling the new tickets. On a successful roll, the character notices that the ink is smearing on his new ticket — an obvious forgery. If confronted with this, the scalper makes a sudden bolt for freedom through the crowd. If a hero uses any blatant super power (crimson rings of restraining, or a warning fireball exploding over the scalper's head, for instance), the crowd immediately begins to panic. This is a good chance for the heroes to practice their riot-quelling skills — they'll come in useful later in the adventure.

Assuming that the PCs avert a mass panic, they can resume their places in line. If they still need more seats, a less shady scalper approaches and offers them genuine tickets for only \$100 each. If they aren't in hero garb (and haven't blown their cover catching a scalper) they are also approached by an entrepreneur of a more dangerous vein — a drug dealer.

Dealing for Dollars

"Hey, howzit going? You lookin' to buy anything? I've got it. Weed, X, rock, cola, crank, acid — you name it, and Louie B.'ll supply it."

Louie is a seedy-looking transient: white, about 30 years old, 5' 9", 140 pounds, with two or three days' beard growth. He has grayish-black hair, and is wearing a pair of army fatigue pants with a black muscle shirt under an army jacket. He is heavily tattooed, and has a large duffel bag slung over one shoulder. His attributes are ST 9, IQ 9, DX 12, HT 8. His only notable skills are Fast-Draw (Pistol)-13, Fast-Talk-14, Guns (Pistol)-12, and Merchant-10.

The PCs can either ignore him, arrest him, or try and make a purchase. If they ignore him, or tell him to get lost, he moves on down the line looking for other customers. If they try to buy something from him, he sells them whatever they ask for, concealing the transaction from the rest of the line as best he can. If they try to arrest him, however, he goes for his gun (AMT Backup, see p. B208). If the opportunity presents itself, Louie grabs a nearby 14-year-old girl



to use as a hostage and a shield (-4 to hit, see pp. B117-18). Any gunfire sends the crowd into a panic. If caught, Louie can be handed over to the police.

Inside the Stadium

The supers eventually wind their way into the stadium to end up sitting somewhere in the first row of bleachers (behind the floor seats). If they won backstage passes, they are seated at backstage left (see Stadium Map below). After a brief wait, the warmup band Sinister Drums (see sidebar) begins to play. The crowd enjoys the loud, fast beat of the band, and is in a good mood when Sinister Drums finish their set 45 minutes later (approximately 9:15 p.m.). If the PCs are in the wings, the band members nod greetings as they exit, then proceed out the back entrance to their trailer.

For the next hour, tension builds in the stadium. The GM should allow anyone with Danger Sense or Precognition a chance to sense that something ugly is getting ready to happen. Deathwish is nowhere to be seen, and the milling crowds are becoming restless. Any super paying attention to the location of the stadium security personnel notices that most of the doormen are missing, and the exit doors are closed.

Finally, at 10:30, an announcer comes out onto the stage. "Ladies and gentlemen, I have some bad news. Morwena is suffering from an extremely bad case of laryngitis, so Deathwish will not be able to perform tonight. We're sorry. Refunds can be obtained from the point you purchased your tickets. Thank you."

The assembled throng begins jeering, and quickly escalates to cup-throwing, followed by chair throwing. Several smoke bombs, detonated by undercover Deathheads working for the band (see sidebar, p. 10), go off in the crowd and

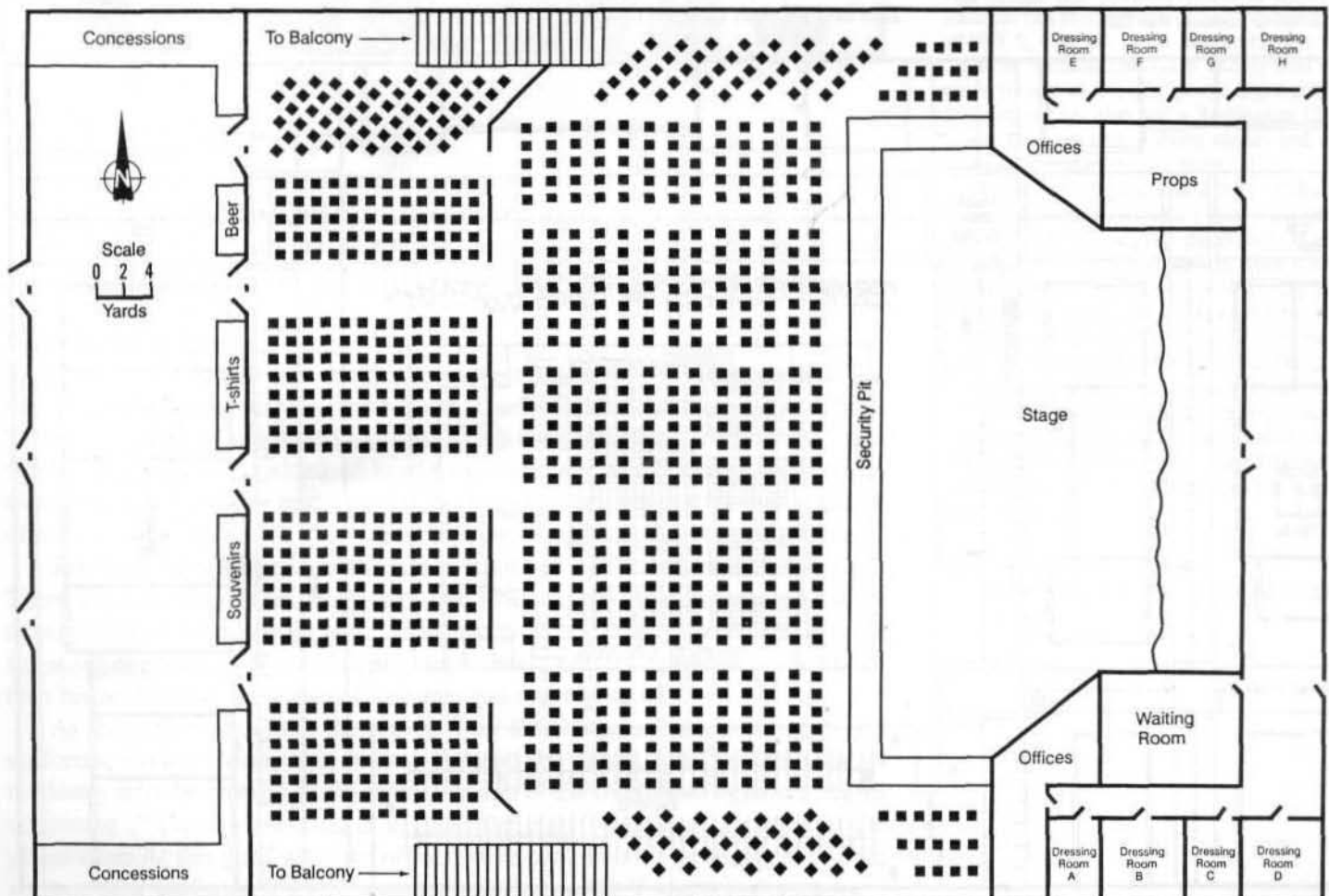
Sinister Drums

Sinister Drums is a newly discovered band from the small African province of Taorobi. They play a blend of speed metal and African music that has been dubbed "Thrash Reggae" by the rock press.

The leader of the band is Isatsou Walker, a tribal *griot* from Taorobi (a *griot* is a master musician, oral historian, praise singer and keeper of tribal traditions). Isatsou is the band's vocalist and steel drummer, and was educated at Oxford.

The other band members are: Kebba Sabally, a percussionist from Gambia; Simon Terraka, the keyboardist, an American Julliard alumni; and Wyman Joseph, an electric guitarist from Berkeley (see next page for character summaries).

If questioned about the robbery at the museum (see p.10), Isatsou expresses great sadness that cultural artifacts so important to his people were stolen, and vows dark revenge on the culprits if he finds them. Kebba's translator tells investigators that he is very distressed by the theft and is composing a song to mourn the loss. Simon insists that it is a plot by American racists to destroy the great African tradition of his people, and Wyman wonders "what the big deal is about a couple of spears and some pottery."



Sinister Drums: Character Summaries

Isatsou Walker: ST 11, DX 13, IQ 14, HT 9. Black male, 36 years old, 6' 4", 185 pounds, long black dreadlocks with interwoven beads, Lennon-style glasses. Isatsou is regal in bearing, and will remind Americans of an Indian Medicine Man or a Shaman. He is scrupulously honest, and would turn in Deathwish in a second if he knew about their criminal activities.

Kebba Sabally: ST 8, DX 12, IQ 11, HT 11. Black male, 5' 8", 240 pounds, greying afro, 42 years old, thick, bottle-thick glasses. Kebba is a music fanatic. He pretends not to speak English, and travels with an attractive female translator. In reality, his English is almost perfect.

Simon Terraka: ST 12, DX 11, IQ 10, HT 10. Black male, 26 years old, 5' 11", 195 pounds, short-cropped black hair. Simon is a Civil Rights radical — if there's injustice, he's out protesting it. He won't hesitate to call in lawyers if he feels he is being harassed by supers.

Wyman Joseph: ST 9, DX 14, IQ 11, HT 9. White male, 22 years old, 6' 0", 175 pounds, long blond hair. Wyman (or "Wy") is a stereotypical California punk rocker in all respects except one — he is one of the best guitarists in the nation. Kebba recognized this six months earlier when he invited Wy to join the band. Wyman is a bit of a prima donna with no interest in art or politics, and makes no attempt to conceal this fact.

the stage bursts into flames. Cries of "Fire! Fire!" go up, and the now panicking crowd surges toward the exits. When the masses reach the doors, they find them locked and chained from the inside. The stadium security personnel are either missing or lying on the floor unconscious, having been drugged earlier by Deathheads.

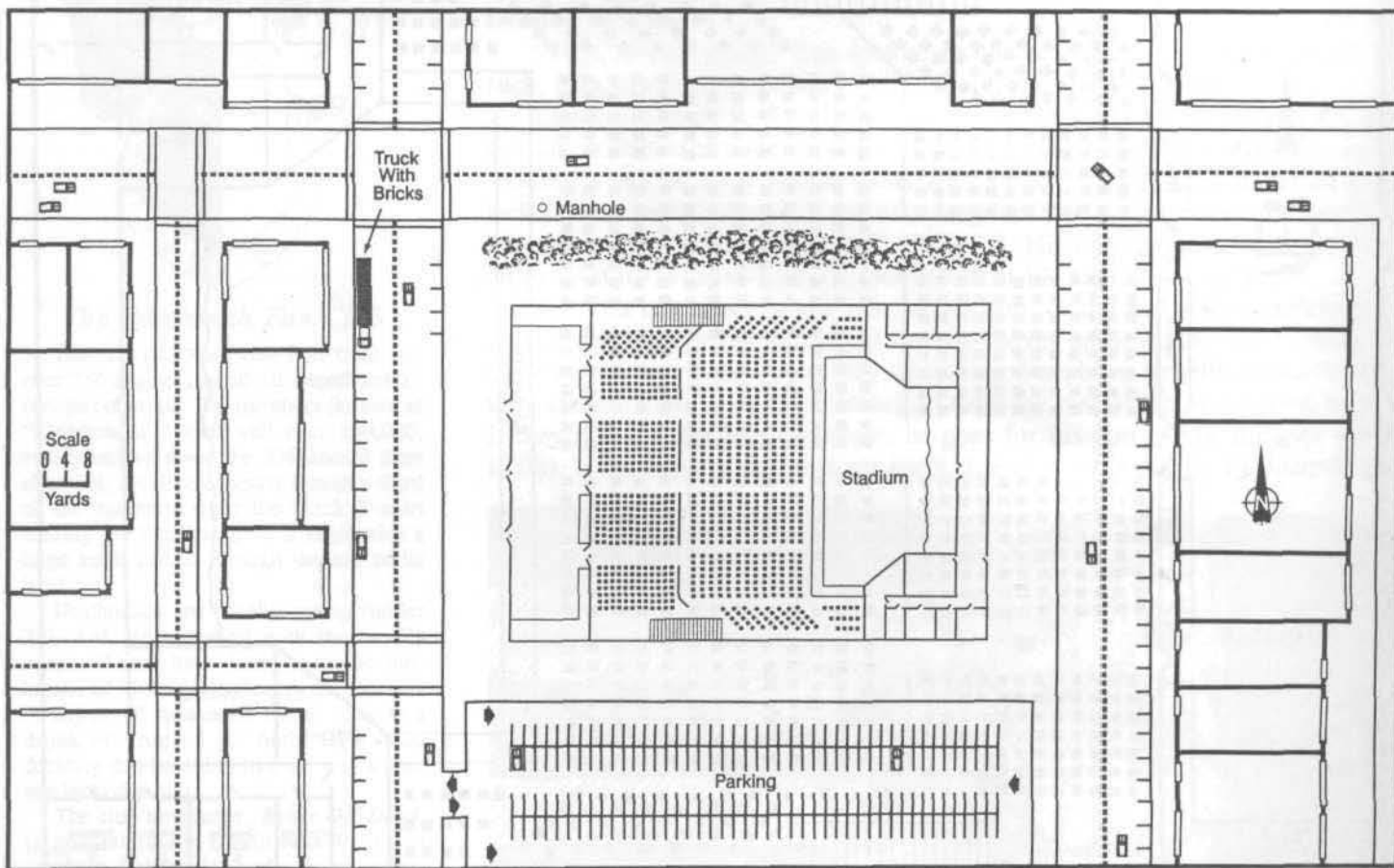
There's A Riot Going On

It's time for the PCs to act, and act quickly. As there was no warning, and the riot is *meant* to cause death and property destruction, the GM should roll on the General Destruction Table (see p. SU80) at +6 every turn until the situation is under control. A Major or Huge Damage result indicates that 2d spectators are knocked to the ground and trampled. On a Catastrophic Damage result, 1d spectators are seriously injured (requiring immediate medical treatment). Anything higher results in 1d spectators being killed.

To get the situation under control, the first thing to do is open the exit doors (which will reduce the General Destruction modifier to +3). The chains holding the doors are DR 18, HP 40. The walls are DR 15, HP 50. The metal doors are DR 20, HP 40.

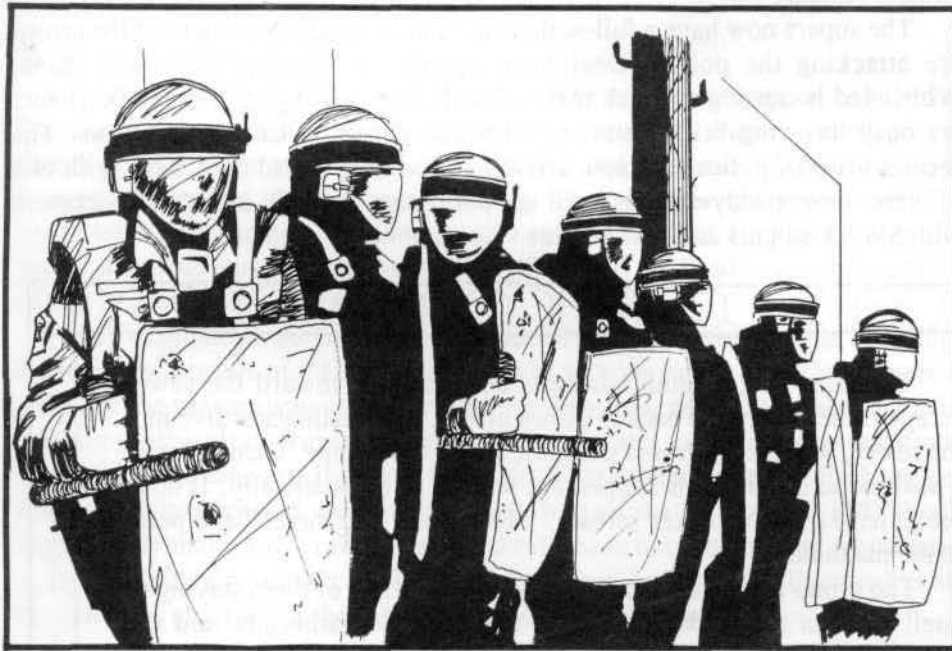
The second item on the agenda should be the fire on the stage. It begins as a small 4-hex blaze, but grows by 1 hex per turn until extinguished. Once the fire is out and the doors are open, the General Destruction modifier drops to zero.

If the PCs are a well known super-team, their appearance on the scene calms the crowd down somewhat — but they are immediately swarmed by fans clamoring for help. The GM should keep making rolls on the General Destruction Table until he is satisfied that the situation has calmed down. He shouldn't give the players much time to think, plan, or react! Smoke is everywhere, people are screaming and dying, and the heroes need to think fast if a complete tragedy is to be averted. If one of the supers has a dependent that would be at the concert, this is a perfect chance to make the PC sweat!



Out of Control

It may be that the PCs are unable or unwilling to calm the crowd down. In that case, the damage continues — 1d spectators are killed per turn until the fire department arrives and breaks through the door (1d minutes). Each turn that a PC remains in the throng, roll 3d. On a 6 or less, he is knocked to the ground and takes 1d-1 crushing damage per turn. To stand back up, a super must win a quick contest of ST versus 15, *and* make a successful DX roll. Failing either of these rolls means that the PC stays on the ground and continues to be trampled.



Act Two: The Streets

Now that the situation in the stadium has been stabilized, the action spills out onto the streets. Deathwish is using the riot to distract police personnel from the museum site — there are 12 Deathhead (see sidebar, p. 10) agitators planted throughout the crowd in normal garb, rather than their Deathhead T-shirts.

Street Fighting Man

There were 20,000 fans inside the concert stadium — several thousand are now outside trying to tear the place down. The Deathhead agitators are shouting, “They locked us in and tried to kill us! Trash the place! Burn everything!” and similar slogans. A truckload of bricks conveniently abandoned earlier by the Deathheads provides ammunition for the crowd. They begin to pelt the outside of the building, windows, nearby cars and anything else that looks breakable.

The first wave of police now arrive equipped with riot gear (see sidebar). There are four squad cars, each with two officers; plus two unarmored undercover policemen armed only with .38 S&W revolvers. It takes the police 2d turns to get out of their vehicles and deploy their crowd control equipment. The police then begin dispersing the crowd with tear gas and nightsticks.

As the police wade into the crowd, four Deathhead agents, wearing police uniforms, surface from their hiding place in the sewer and fire their pistols randomly into the crowd. At the same time one of the Deathhead agitators begins screaming, “They’re shooting at us! Kill the pigs!” and leads a charge at the police cars. At this point the fake officers dive back into the sewers (see p. 8) to remove their uniforms (they’re wearing jeans and white T-shirts underneath).

Faces in the Crowd

The Fans

ST 10, DX 11, IQ 10, HT 11, Move 5.
Skills: Throwing (Brick)-9. The ones that are rioting are generally young (15 to 20 years old), and have a 50% chance of being intoxicated or high. They aren’t really trying to hurt anyone, and most flee immediately when the gunfire starts. However, a small group of radicals charge the police cars — this group is different in that most or all of them are completely whacked out of their minds on drugs.

The Police

ST 12, DX 12, IQ 11, HT 11, Move 7.
Skills: Club (Nightstick)-13; Fast-Draw (Pistol)-13; Guns (Pistol)-14; Guns (Shotgun)-13; Guns (Tear Gas Gun)-12; Karate-14; Running-12; Shield-14.

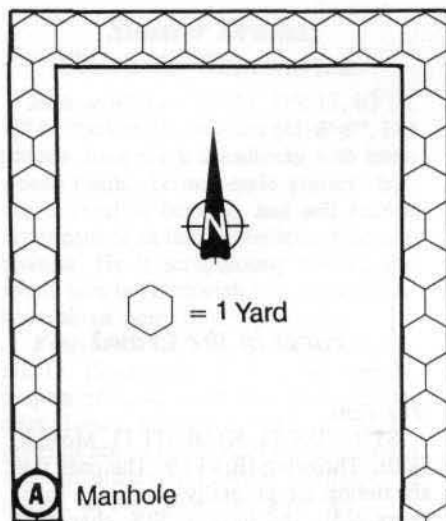
The police are wearing Heavy Kevlar armor with PD 2, DR 12 and carrying medium riot shields with PD 3 for an overall PD 5, DR 16. Each officer carries a Smith & Wesson .38 (see p. B208) with 6 spare rounds on his belt, plus a nightstick. Each squad car also has a Remington 12-gauge shotgun with 5 extra shells, and a tear gas dispenser with 3 shots.

A tear gas grenade fills a 7-hex radius sphere. Everyone without a gas mask (or super-ability that negates the effects) is at -5 DX for any physical actions other than running away, and all who wish to stay in the gas must make a Will roll each turn.

The first group of police were not expecting the kind of trouble they found here. They thought they were going to break up a rowdy group of kids, not deal with automatic weapons fire. Once they realize the seriousness of the situation, they’ll retreat to their cars to regroup, and wait for reinforcements.

The Deathheads

These fanatic fans are described in the sidebar on p. 10.

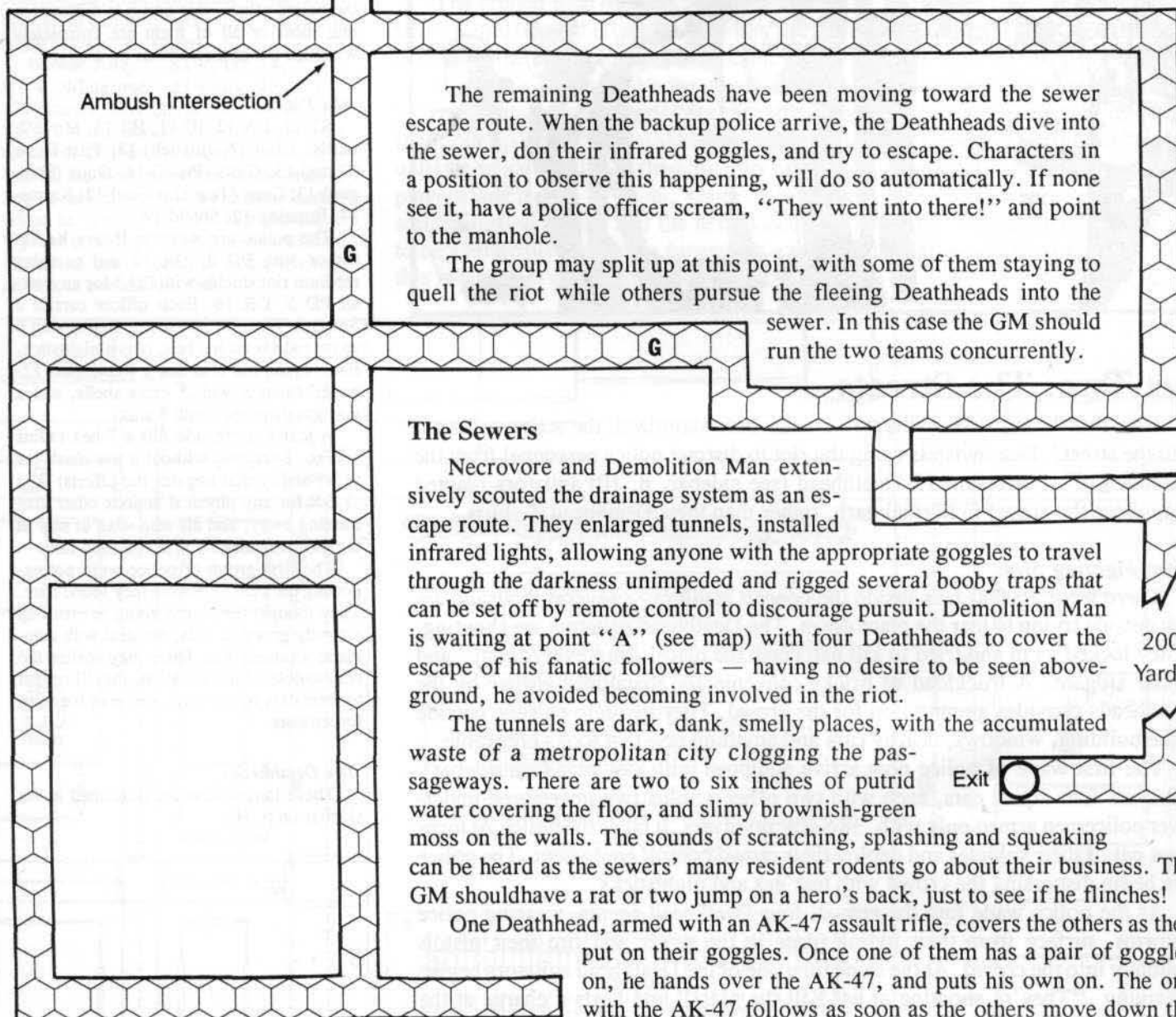


To further add to the confusion, Whirlwind (see p. 32) arrives and begins blasting police and crowd alike. He is circling the area in the air, invisible. If he is spotted by one of the heroes (using See Invisible or some other super-ability), he immediately flees at top speed toward the museum to link up with Psytron and Sorceress.

Finally, half-a-dozen Deathheads produce automatic weapons of their own and begin firing at the police, the adventurers or the fans (in that order of preference).

Reinforcements

The supers now have a full-scale riot on their hands: Members of the crowd are attacking the police, Deathhead agents are blazing away with guns, Whirlwind is causing as much mayhem as he can, and at least 75 to 100 rioters are busy throwing bricks, starting fires and generally causing a ruckus. The second wave of police cars now arrives — six more squad cars, each with two officers; three paddy-wagons with six policemen in each; and two helicopters with SWAT snipers and searchlights.



The remaining Deathheads have been moving toward the sewer escape route. When the backup police arrive, the Deathheads dive into the sewer, don their infrared goggles, and try to escape. Characters in a position to observe this happening, will do so automatically. If none see it, have a police officer scream, "They went into there!" and point to the manhole.

The group may split up at this point, with some of them staying to quell the riot while others pursue the fleeing Deathheads into the sewer. In this case the GM should run the two teams concurrently.

The Sewers

Necrovore and Demolition Man extensively scouted the drainage system as an escape route. They enlarged tunnels, installed infrared lights, allowing anyone with the appropriate goggles to travel through the darkness unimpeded and rigged several booby traps that can be set off by remote control to discourage pursuit. Demolition Man is waiting at point "A" (see map) with four Deathheads to cover the escape of his fanatic followers — having no desire to be seen above-ground, he avoided becoming involved in the riot.

The tunnels are dark, dank, smelly places, with the accumulated waste of a metropolitan city clogging the passageways. There are two to six inches of putrid water covering the floor, and slimy brownish-green moss on the walls. The sounds of scratching, splashing and squeaking can be heard as the sewers' many resident rodents go about their business. The GM should have a rat or two jump on a hero's back, just to see if he flinches!

One Deathhead, armed with an AK-47 assault rifle, covers the others as they put on their goggles. Once one of them has a pair of goggles on, he hands over the AK-47, and puts his own on. The one with the AK-47 follows as soon as the others move down the corridor.

If the PCs allow more than a few seconds to pass between the last Deathhead ducking into the sewer and beginning their pursuit, they find only four discarded police uniforms and several extra sets of infrared goggles (the number depends on how many Deathhead agents were killed or captured in the rioting, roll 1d). Assuming the party is close on the villains' heels, they can hear footsteps and splashes as the Deathheads escape down the tunnels.

Putting on a pair of infrared goggles takes 1d seconds — supers with Dark, Infrared or Spectrum Vision can see immediately, of course. The infrared lights clearly point out the Deathheads' escape route.

Surprise, Surprise

Each of the points marked "G" on the map are booby trapped. As the last Deathhead passes, he activates the pressure-sensitive pad. Anyone exerting more than 5 pounds of force on the floor triggers a 10d explosion. Danger Sense or Precognition might give advance warning. The triggerer and anyone within 2 yards takes full damage; 3d damage at 3 to 4 yards; and 1d damage at 5 to 6 yards. The loud noise *affects* everyone within a 20 yard radius — make a HT-3 roll or be deafened for 5d minutes.

Each explosion also has a 1 in 6 chance of caving in the tunnel at that point. Roll 1d: on a result of "1" the tunnel caves in with rubble covering the entire width of the passageway and extending for 3d yards, centered on the character who set off the blast. Anyone caught in the rocks and rubble takes an additional 7d crushing damage and is pinned under 1d X 100 pounds of rock. Each trapped character who received *any* damage (i.e., part of the 7d got past DR) should immediately make a HT roll. On a failed roll, he is unconscious for 6d minutes. A critical failure results in a crippling injury (e.g. broken arm, fractured skull, broken ribs, etc: roll on the random hit location chart, p. B203).

Ambush

When Demolition Man hears the explosion from the first booby trap, he sets up an ambush at point A. Demo-Man uses his powers to dig a niche for him to fit into in the wall of the corridor and covers the entrance with a solid-looking rock face. He leaves a spy-hole so he can see the PCs approach.

Two Deathheads with AK-47 assault rifles are stationed in the east passageway; two more armed with 9 mm. Uzis are crouched in the north corridor. Demo-Man isn't worried about stray shots from an Uzi as they cannot penetrate his armor.

When the pursuers reach the intersection, they are blasted by all four guns, and Demolition Man crashes out of the wall to swing with his morning-star at the rear-most character. If the Stun rules are in effect, none of these are "killing" shots — they're just trying to knock out the pursuit so that they can make a clean getaway.

If faced with hand-to-hand combat, all four Deathheads realize that they are outclassed by the heroic supers; they try to rip the infrared goggles from the faces of the good guys, then flee from the blinded supers. A successful DX-3 roll means that the goggles have been grabbed if the participants are in close combat; otherwise it takes a DX-5 roll.

If outnumbered by more than 3-to-1, Demo-Man only stays around until it is obvious that his four troops are out of the picture. He then uses his Move Through Earth skill to escape. If Demolition Man thinks he might be captured, he uses his suit radio to contact Necrovore at the band's downtown hotel. If the PCs are defeated, the Deathheads collect their dead and wounded, and catch up with the rest of their group.

What About Captives?

Undoubtedly some Deathhead agents are taken alive. And if the PCs are very good, very lucky, or both, they might even capture Demolition Man.

The Deathheads remain silent except for demands for a lawyer (which the police reluctantly grant). Within thirty minutes of the lawyer being contacted, all of the captives are freed on bail (sneering at the police and the heroes as they leave). If the supers attempt to do some extra-curricular "questioning" before leaving the concert site, the police apologize, but firmly insist that the supers leave their prisoners alone.

Demolition Man is another problem entirely. The police suspect (rightly so) that once he is conscious, he is going to be a problem. If there is a super-proof jail in the vicinity, he will be taken there. Unfortunately, no one is aware of his Move Through Earth abilities, so he won't stay there long. If there are no super-resistant jail cells available, Sergeant Ortega (see sidebar, p. 11) is open to suggestions from the PCs as to what should be done with him.

If anyone tries to open Demolition Man's battlesuit, they find that it is unremovable and unbreakable (see p. 28). Likewise, trying to cut the chain of his morning-star is a useless endeavor. In any case, it is unlikely that anyone will be able to hold onto a captive Demo-Man unless they're aware of his phasing capability and have a special super-proof jail cell to contain him.

The Deathheads

When the Deathheads are going out on a raid or mission, they usually travel in Death Squads: groups of four Deathheads. In addition to their standard equipment (see below) they carry a M-60 machine gun and any other gear that is necessary for the mission. The M-60 is Malf: crit., Dam: 7d, SS 19, Acc 7, 1/2D 1,000, MAX 4,655, Wt 23, RoF 10, Shots 100B, Rcl -1. The machine gun must be mounted on a vehicle or on a tripod — it requires at least ST 25 to fire standing.

Typical Deathhead

ST 12; IQ 9; DX 12; HT 11.

Speed: 5.75; Move: 4; Dodge: 5.

Appearance: Male, human, 18-25 years old, medium height, thin, long hair, black T-shirt and jeans.

Advantages: Combat Reflexes; Patron (Deathwish); Toughness DR 1; Strong Will +2.

Disadvantages: Duty (to Deathwish); Fanaticism; Overconfidence; Sense of Duty (to fellow Deathheads).

Skills: Blackjack-14; Carousing-12; Disguise-10; Driving (Car)-12; Driving (Truck)-12; Fast-Draw (Pistol)-13; Fast Draw (Submachine Gun)-13; Guns (Pistol)-15; Guns (Submachine Gun)-15; Guns (Shotgun)-15; Gunner (Machine Gun)-13; Knife-12; Motorcycle-13; Streetwise-11; Survival (Desert)-10; Thrown Weapon (Grenade)-13.

Equipment: Heavy Kevlar body armor (PD 2, DR 12); 9 mm Luger (2d+2 crushing) with an extra clip; Uzi submachine gun (3d-1 crushing) with an extra clip; 1 US AN-M8 Smoke Grenade; 2 US M59 Offensive Grenades (5d+2 cr.); Large Knife (1d cutting; 1d-1 impaling).

Personality: The typical Deathhead recruit is not a nice person. The commandos are scoured from the street corners and the alleyways of every large city in the country. Psytron regularly goes to Deathwish Fan Club meetings and travels to cheap bars with heavy-metal venues in his search for recruits. Most of the Deathheads see the band as offering them a chance to taste all the finer things in life — things that are rightfully theirs, but had been denied them by the establishment. In return, they give the band unswerving fealty and follow orders without question.

Campaign Role: Even after the adventure is over and members of Deathwish are (hopefully) in jail, the GM could have the Deathheads pop up again from time to time — this time out for revenge against the “evil supers” that caused their heroes to be imprisoned. Perhaps a charismatic new leader will arise within their ranks and form a cult based on Deathwish worship, or perhaps organize a team to attempt a jailbreak.

Destinations

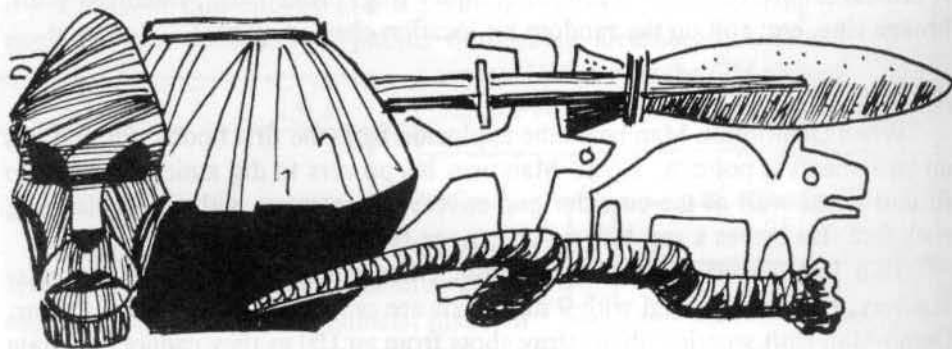
Any surviving scum emerge from the sewers through a freshly-cut hole in the roof leading into an alley approximately one mile from the stadium. The journey from the stadium to the alley, if uninterrupted, takes approximately ten minutes. The remaining Deathheads pile into an unmarked black van and leave town, heading back to Death Mansion (see p. 20). Demolition Man turns his costume insubstantial, dons an overcoat and hat, and hails a taxicab to take him to his hotel.

If everything went according to plan, the elapsed time between the stadium stage catching fire and Demo-Man's arrival at the hotel should be between 45 minutes and one hour. Necrovore is waiting at the hotel with a radio, monitoring the progress of the police, and is in contact with Sorceress and Psytron at the museum.

Back at the Stadium

Meanwhile, any PCs who remained at the concert site are helping police get things under control. Without the Deathheads egging on the rioters, the crowds begin to disperse rapidly amidst the tear gas. Once the gunfire ceases, the police concentrate on crowd control.

Sergeant Maxwell Ortega (see sidebar, p. 11) is in charge, and wants to talk to available party members. He thanks them for their help and asks them how the situation arose. While they are talking to him, he gets a call on his radio about a possible metahuman break-in at the City Museum. Unless they have upset him in a major way, Ortega asks the heroes to accompany him, noting that his men aren't really equipped to deal with supers.



Act Three: City Museum

Meanwhile, Sorceress and Psytron have been trying to pilfer a valuable collection of Taorobian tribal art currently on display at the City Museum. Demolition Man previously bored under the museum, creating a tunnel that ended just below the floor of the main showroom.

The Plan

The two villains' plan follows: Sorceress will turn insubstantial and peek into the museum through the floor. If there are no guards present, she will create a field of silence around the tunnel while Psytron blows through with a small charge of plastique. He will then emerge and begin disarming alarms. While Psytron is busy, Sorceress will circle the complex, making sure no guards intrude while he works. If anyone looks like they're going into the room to investigate, she intends to use her Sleep spell to render them harmless. They will then carefully box the artifacts in two padded suitcases, head back down the tunnel, and disappear.

What Really Happened

Unfortunately for the thieves, Demo-Man failed to carefully check the floor. When Psytron blew up the roof of the tunnel, he destroyed the phone lines beneath the floor of the museum. The phone lines were severed and a silent alarm was automatically triggered at the police station.

The riot at the concert has served its purpose, however. The two burglars have had time to defeat the in-house alarm systems, and had begun to load up the statuary before the first of the police sirens were heard in the distance. Fearing the worst, they grabbed the last of the loot, and had to decide which way to flee.

Their entrance tunnel was a bad idea, as it surfaced in an dead-end alley that the police would most likely have sealed off. Noises from the tunnel indicated that the police were exploring the passageway. Psytron immediately began building up his Area Teleportation charge, but it was doubtful that they'd have 15 minutes to wait. Sorceress had already used her Insubstantiality spell and wouldn't leave Psytron behind in any case. Obviously, they were going to have to run the gauntlet — make a direct break for freedom and hope for the best.

Sorceress radioed Necrovore back at the hotel and told him to get some reinforcements over *fast*. Necrovore immediately scrambled two Death Squads into a van (see sidebar, p. 10), sending Demolition Man, if he has escaped capture, with them as squad leader. If Whirlwind made it back to the hotel from the concert site, he flies directly to the museum to provide air support.

Search and Rescue

When the characters arrive there are only three police cars at the museum — they were expecting burglars, not a van load of fanatics with machine guns and body armor backed by four meta-villains. The Deathheads arrived within a minute of the police. They immediately bailed out of the van and quickly erected a portable barrier from behind which they opened fire on the police. The barricade gives a -4 to all attempts to hit someone crouched behind it, and is DR 25, HT 150.

The police are now pinned down behind their vehicles. The tires have been shot off of all the police cars, and the weapons fire is allowing Sorceress and Psytron to break across the parking lot to the van. The PCs now arrive with Ortega (or on their own, depending on how things went at the concert).

The only thought in the minds of the villains is to escape. If the PCs jump into the fray, Demo-Man and Whirlwind try to stun them or delay them long enough for Sorceress and Psytron to jump into the van. Once the van takes off, Demo-Man phases into the ground while Whirlwind turns invisible and flies off.

Pursuit

The van immediately heads off, accelerating quickly onto the interstate highway, barreling down the road at 95 mph. The GM should make pursuing the van a difficult task. Psytron batters any flying supers with Mental Blows; pursuing cars have their tires fired at through gun slits in the back of the van. Gunfire at the van (including the tires) bounces off the thick armor plating (DR 15, HP 20).

If the van is still being pursued, after a few minutes on the freeway, the driver pulls off the highway and begins skidding around corners in the middle of a residential section of town. The Deathheads, assault rifles visible, bail out of the side doors one by one and run for it in the hope that the pursuing heroes stop to chase them. They are quite willing to be captured if that's what it takes to make sure the leaders get away. They know that they'll be released on bail within a day, given a \$50,000 bonus and a new identity, and moved to another part of the country. Once the van has only two Deathheads in it, the driver points the van at a house (see map next page) as Psytron teleports the remaining crew back to the hotel.



Maxwell Ortega

ST: 11; IQ 12; DX 13; HT 9.

Speed: 5.5; Move: 5; Dodge: 6.

Advantages: Alertness +2; Combat Reflexes; Legal Enforcement Powers (10 points); Status +1.

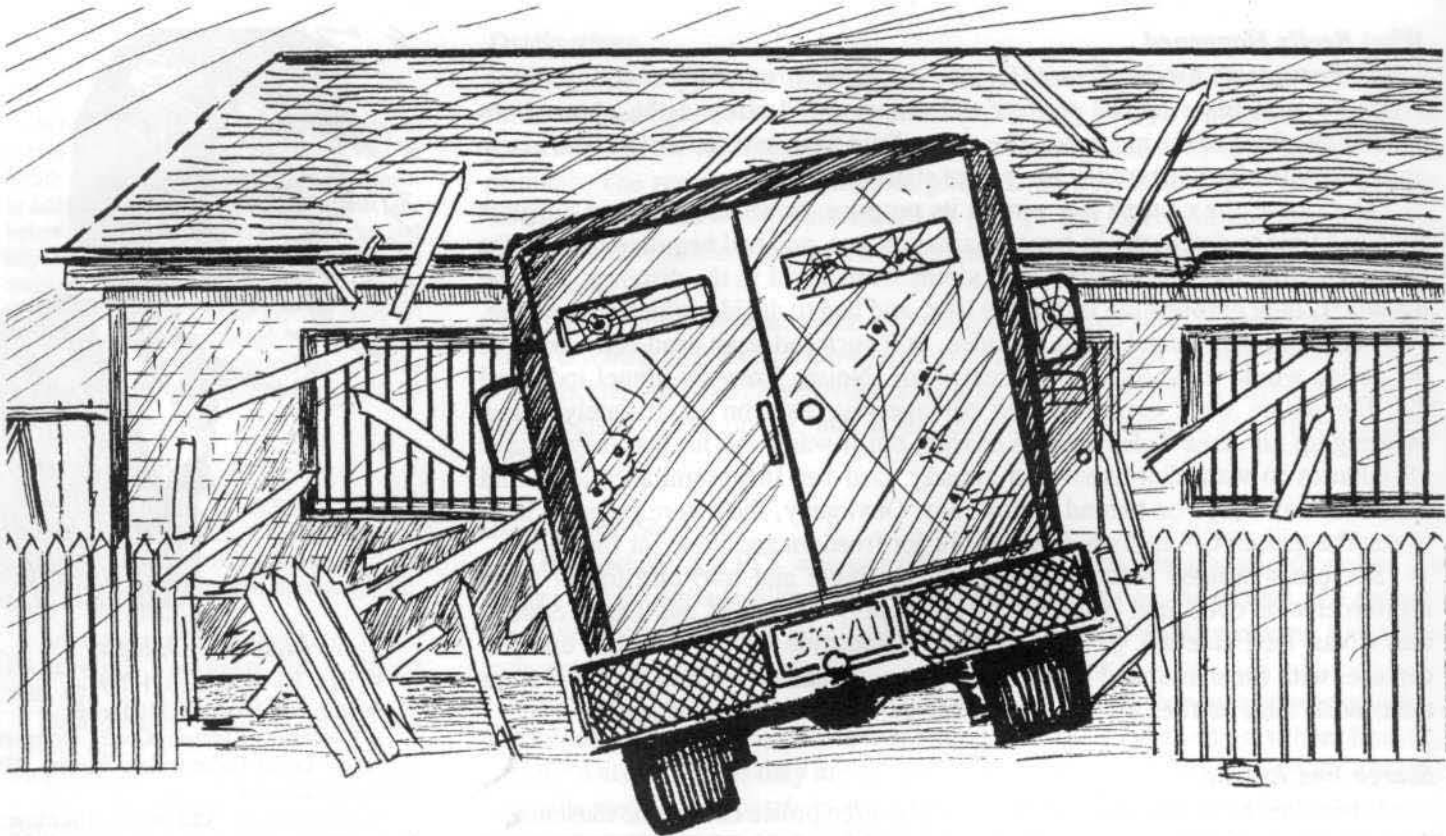
Disadvantages: Addiction: Nicotine; Duty: Police (12 or less); Enemy: Organized Crime (6 or less); Honesty.

Skills: Administration-13; Area Knowledge (City)-15; Baton-13; Brawling-15; Criminology-14; Detect Lies-14; Driving (Car)-14; Fast-Draw (Pistol)-14; First Aid-12; Gun (Pistol)-16; Gun (Shotgun)-15; Interrogation-14; Streetwise-14; Swimming-12.

Equipment: Flashlight; Heavy Kevlar body armor (PD 2, DR 12); .44 Magnum (3d crushing, 1.5X) with 2 clips; Nightstick (1d+1 crushing).

Personality: Ortega grew up in the *barrios* of the campaign city — he saw firsthand what drugs and crime could do to a neighborhood and its people. Upon graduating from high school, he went into the army for two years, where he was an M.P. After he finished his term of service, he returned to the city where he joined the police force. His lack of higher education has slowed his advance through the ranks, and he tends to be resentful of anyone college-educated, especially if they insist on being called "Doctor" something (unless they are a physician). He realizes that meta-humans are out of his league, and will not hesitate to cooperate with the PCs until given cause not to.

Campaign Use: Ortega can develop into an invaluable contact within the campaign city police department. His rank is high enough that he usually can find out what's going on, and he is well-thought-of enough by his superiors that his opinions will at least be listened to.



Burning Down the House

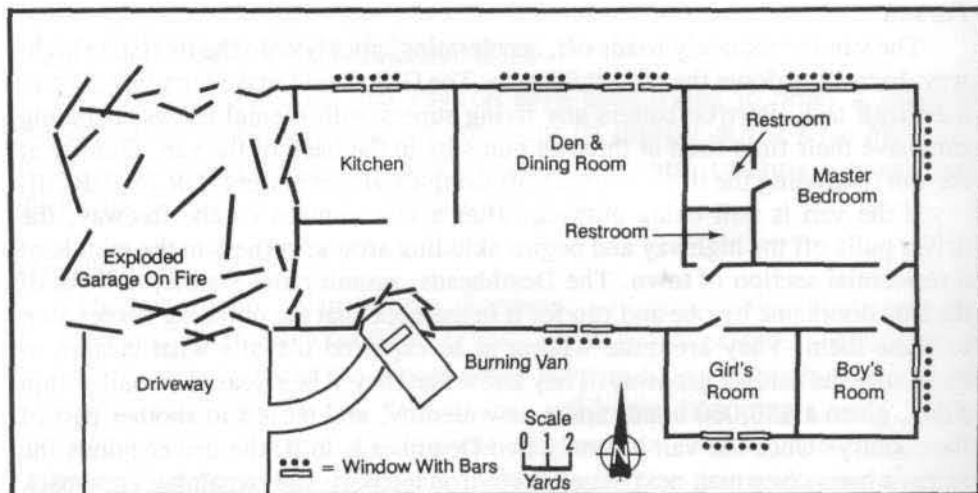
The impact of the van sends it into the house's living room, where it immediately explodes, setting the structure on fire, destroying the front entrance, and blocking it with rubble. Within a few seconds, the fire causes the cars in the family garage to explode, wiping out the side door and effectively sealing up the house — it has burglar bars (DR 12, HP 20) on the windows (see map below). There is a family of four (a mother, a father, an 8-year-old girl and a 4-year-old boy) trapped inside the burning residence. The team has five minutes (the GM should begin timing immediately) to come up with a workable plan to find the occupants and get them out safely. After five minutes, the family has perished in the rapidly growing fire. The explosions have completely blocked all the normal exits, and the bars prevent the trapped family from escaping. The players have to think quickly if they are to pull this one out of the fire!

Famous Museum Robberies

There have been a rash of art and jewelry thefts over the past year. Anyone who does a little digging (a successful Research roll) will notice that the following thefts occurred at the same time that Deathwish and Sinister Drums were in town.

1. The Rockwell Diamond, stolen 1/12/89, Seattle, WA.
2. A rare collection of Roman coins, stolen 2/11/89, Portland, OR.
3. Two Van Gogh paintings, stolen 2/27/89, San Diego, CA.
4. A collection of Paul Revere silverware, stolen 3/18/89, Boston, MA.
5. A complete set of Robert A. Heinlein first edition hardbacks, stolen 4/2/89, New York, NY.
6. A jewel-encrusted unicorn horn and a silver dragon statue, stolen 5/1/89, Austin, TX.

There are several other thefts that occurred *near* a city where the bands were playing — it doesn't take a genius to spot the patterns!



Act Four: Investigation

By now, the characters are probably curious about what exactly is going on. Following are several different avenues of investigation that the heroes can pursue. Not all of them are necessary — it is possible that the characters can piece together the story after only one or two possibilities have been explored.

The GM should allow the supers to pursue their inquiries in any way that shows imagination and style on their part. By the time he has read this adventure, the GM should be familiar enough with the various clues that he can improvise any unique or unusual fields of inquiry. The GM shouldn't try to *force* the players to take any one path; it will only annoy them and frustrate him.

Scene One: The Authorities

One of the first steps the characters will take (probably before leaving the scene of the museum) is talking to the police about the robbery. If Ortega had a good reaction to them, or if the heroes were especially helpful in crowd control or subduing the Death Squads at the museum, he asks them to join him in his office the next morning. If the crimefighters have worked with or for the government earlier in the campaign, they might be contacted by someone in authority who has previous experience with the group.

However it works out, official contact should end up with an invitation to meet with Jonathan Sandquist (see sidebar, p. 14) from the U.S. Justice Department, followed by a meeting with Ambassador K'ngawa (see sidebar, p. 15), the Taorobi ambassador to the United States.

The Justice Department

If the PCs meet in Ortega's office, Sandquist joins them there. If they pursued another means of official contact, they can meet Sandquist in his plush downtown office. Sandquist greets the supers warmly, offers them drinks and cigars, and then sits down at his desk and begins talking:

"Gentlemen, I want to thank you for taking time out of your doubtlessly busy schedule this morning. I've always been a great admirer of metahumans who choose to use their God-given talents to make the world a little safer and better place for us to live, and I hope I can gain your cooperation in bringing this museum business to a speedy conclusion."

Sandquist pulls out a large map of Africa and spreads it on the table:

"I realize that some of you may not be familiar with Taorobi. It is a small country, but just happens to sit directly upon one of the largest heavy metal mines in the world. Uranium, merucury — you name it, and they mine it," he chuckles nervously. "Right now Taorobi supplies almost *half* of the radioactive isotopes used in the construction of nuclear weapons here in the United States — and more importantly, they sell to us *exclusively*. Now I don't have to tell you what a blow it would be if all of a sudden they decided that they wanted to stop selling to us and start selling to the Reds, do I?"

"I didn't think so. As you can see, this is a touchy situation. K'ngawa, the Taorobi ambassador, is breathing down our necks to recover their sacred tribal artifacts. This theft is a great blow to relationships between our two countries, and, quite frankly, one that the good ol' U.S. of A. can't afford at this moment."

His speech goes on in this vein for a few minutes or until one of the PCs finally asks what he wants them to do. "Well, what you can do for me is this. I understand that there may be a meta-villain team involved in the theft. Frankly, that's a little out of my area of expertise. I've heard that you did a good job last night, and I'd like to see if you could be persuaded to help out your country and retrieve those stolen art pieces. It'd mean a lot to us, and we'd be very grateful."

Sorceress, Psytron or Whirlwind are Captured

The point of this investigation section is for the PCs to gather proof that the art thieves are actually the members of Deathwish, not Sinister Drums. If Sorceress, Psytron, or Whirlwind are captured, a simple removal of a mask is all that is needed to prove this. The GM should do everything possible to prevent this from happening. Since Necrovore isn't involved with this scene directly, he should be safe, and Demolition Man's costume cannot be removed.

If the villains are captured, have detectives refuse to remove the masks in the presence of the characters and the press as a "precautionary measure" to "insure the integrity of the case." The captured band members should have no problem escaping custody (see sidebar, p. 25), leaving the police with egg on their faces and a "no comment" for anyone who asks what they looked like under the masks.

If there is no way to keep the villains from being unmasked, the GM should cheat. Tacking Transformation on the captured evildoer's character sheet should be the last resort, but it does allow the GM to justify why Sorceress, for instance, looks different in her super form than in her normal form.

Adding NPCs

If the battles at the museum or the stadium made it obvious that the PC supers are seriously underpowered, this is a good opportunity to beef up the ranks of the heroes by adding an NPC super or two.

If the campaign is set in the world of the IST (as presented in Chapter 7 of *GURPS Supers*), Sandquist can have a couple of the members of the nearest IST squad join up with the characters. Or he might prefer to use a DMI-approved super or two, or even someone hired from Supertemps (see sidebar, p. SU101) to add muscle to the group.

In a different background, the NPC could be a member of the official government super-team for the U.S., or even from Taorobi, if the GM is feeling exotic.

Whatever method is chosen, the GM should be careful not to let any NPCs take over the adventure — all the major decisions and deductions should be made by the player characters, not by NPCs.

Jonathan Sandquist

ST: 9; IQ: 12; DX 10; HT 9.

Speed: 4.75; Move: 4; Dodge: 4.

Advantages: Acute Hearing +3; Appearance: Attractive; Charisma +2; Legal Enforcement Powers (10 points); Wealth: Comfortable.

Disadvantages: Bad Sight (corrected); Dependents (Wife and two children); Duty (U.S. government, 12 or less).

Skills: Acting-12; Administration-15; Computer Operation-13; Criminology-11; Detect Lies-13; Diplomacy-14; Driving (Car)-10; Fast Talk-14; Politics-13; Swimming-10.

Equipment: BMW 735i; Cellular phone.

Personality: Sandquist is the penultimate yuppie civil servant. He is the only child of a moderately wealthy Boston family, and went into government work out of a sense of *noblesse oblige*. Always a fan of police TV shows, he joined the Justice Department to help catch criminals.

The years have not dulled his sense of enthusiasm, and Sandquist hopes to make a name for himself in the Justice Department so that he will later be transferred to the diplomatic corps. Sandquist behaves very carefully around anyone he thinks has the political clout to further his career.

Campaign Role: Sandquist, like Ortega, can provide a perfect contact for a PC super-group — if the heroes cooperate with him in resolving the Deathwish affair, he will be happy to return the favor at a later date. He can be put to excellent use by a GM in this manner — any time that the GM wishes to send the characters into a certain situation, a quick phone call from Sandquist would be just the thing to get the ball rolling.

If any of the characters do something that actively helps Sandquist's career, they will have acquired a friend for life — a friend that would even (on relatively minor issues) bend government regulations to get his pals access to information that they might need.



Sandquist, a civil servant at heart, does not offer any sort of reward initially — he just appeals to the characters' patriotism (the flag, motherhood and apple pie angle). If that doesn't work, or if the PCs seem at all hesitant, he explains how the government wouldn't forget this boon, and would always be available to repay a "favor" if ever needed. If this offer doesn't sway them over, he offers up to a \$100,000 reward (he starts at \$25,000 and works up). If none of the above work, he switches over to threats — gently veiled, but threats nonetheless: IRS audits, undelivered mail, and anything else he thinks of. Assuming the PCs accept his offer, or stay to hear more, Sandquist continues:

"Good! I'm glad we'll be working together! I've gone over the background on this case, and frankly, I think that this Sinister Drums outfit may know more about this than they let on. Walker is a known troublemaker in Taorobi and, just among us, Simon Terraka is a known agitator in the U.S. and may very well be a Communist."

Sandquist continues to fill in background information on Joseph and Walker (see sidebar, p. 6). He supplies information on the other members of Sinister Drums if the characters ask for it. He has a much smaller dossier on Deathwish, but none of them except Bobby X are particularly political, and he's fairly sure that Sinister Drums is merely using their band as a convenient cover to travel around the country fomenting dissent.

The GM should play this angle up as much as possible — the more convinced the players are that the members of Sinister Drums are the culprits, the more fun it will be as the heroes try to sort through the conflicting clues for the truth. After all, there have only been *four* meta-villains spotted, and Deathwish has *five* members, while the Drums only have four.

The Taorobi Embassy

If the characters make a deal with Sandquist, he takes them to the Taorobi Embassy to meet with K'ngawa. The ambassador welcomes them, and expresses his concern over the thefts.

"The stolen artifacts represent the heart of our country — the spear signifies our strength of purpose, the bowls represent our commitment to feed our children, and the masks are totems of our gods that have deep spiritual significance to my people. If these cannot be returned, there will be a great outcry against America. It will be as if your country had poisoned our wells."

K'ngawa offers the supers a \$25,000 reward if they can retrieve the missing objects d'art. He also expresses his suspicions of Walker, whom he calls, "a spreader of falsehoods and teller of tales that corrupt the youth of Taorobi."

Scene Two: Rolling Rock Magazine

At some point during the course of the investigation, one of the character's attention should be drawn to the fact that Deathwish is featured on the cover of *Rolling Rock*, the largest rock and roll magazine in the USA. The cover photo features a group shot of the band — Morwena, looking sexy and seductive; Bobby X, almost snarling at the camera; Francois, with an arrogant leer on his face; H.I. Jynx, fondling a pair of drumsticks with a big grin; and Eddie, clutching a guitar to his chest (see sidebars, pp. 16-18, for part of the story).

Terrence Thompson is the reporter responsible for the Deathwish story. Any inquiries made to the magazine reveal that Thompson is following the band on their U.S. Tour, and is staying in the campaign city. The magazine refuses to divulge which hotel Thompson is staying in, but the supers can easily find out by making a few phone calls (either to hotels or to Sandquist at the Justice Department).

If the characters contact Thompson, he is more than happy to meet with them on the condition that everything they discuss be on the record — that is, he can use it in the story he is working on. If the heroes agree, Thompson gives the location of a sidewalk cafe near the hotel, and arranges to meet the characters there late that afternoon. He is not willing to talk on the phone, saying merely, “I prefer to do my interviews face-to-face.”

Meet the Press

What Thompson doesn’t realize is that his phone has been bugged by the Deathheads working under Demo-Man. They are quite concerned to hear him talking with the heroes, especially if the PCs are a well-known super-team, or mention that they’re working with the Justice Department or the Taorobi government. The Deathheads report back to Demolition Man through their radio link (or to Necrovore if Demo-Man is out of the picture because of previous events).

The villains aren’t going to take any chances with Thompson. They know that he’s been putting together a lot of previously-unrelated information, and they’ve been considering what the best method of eliminating him would be. Since it looks like he is going to talk, the time for debate is over. Whirlwind takes his rifle to a rooftop across from the cafe and patiently waits, invisible. He loads it with hollow point ammunition (see p. B209), and scores at least two head shots on Thompson before fleeing.

If the shots don’t kill Thompson outright, they should at least injure him severely enough that he can’t talk coherently to the PCs for several weeks while he’s recovering in the hospital. If the characters think fast, they can grab his notes before the police and ambulance arrive.



Important Notes

It takes a character with a journalism or a research-related skill 1d hours and a successful Research roll to decipher Thompson’s scribbblings into useful information. A character without any of these skills takes (25 - IQ) hours (minimum 6) to translate them into a usable form. Information contained within includes: The list of 10 thefts given in the sidebar, p. 12; the letters “tut” with a long string of exclamation points after them; the names of the members of Sinister Drums with an ‘X’ marked through them; Bobby X’s name circled several times; a copy of the upcoming Deathwish tour dates, with Denver underlined five



K’ngawa

ST: 12; IQ: 11; DX 11; HT 10.

Speed: 5.25; Move: 5; Dodge: 5.

Advantages: Alertness +1; Charisma +3; Patron: Government of Taorobi; Wealth: Very Wealthy; Voice.

Disadvantages: Intolerance: Communists.

Skills: Administration-13; Bard-13; Gun (Pistol)-15; Gun (Assault Rifle)-14; Gunner (Machine Gun)-13; Gunner (Anti-Aircraft Guns)-13; English-14; Diplomacy-17; Politics-12; Status +2; Survival (Desert)-13; Taorobian-15.

Personality: Ambassador K’ngawa was raised on a small farm in Taorobi. When he was growing up, his country was a colony of the British Empire. As a teenager, K’ngawa was one of the “freedom fighters” who clashed with His Majesty’s army. In 1952 Taorobi was granted its independence. By that point, K’ngawa was a man in his twenties, and was highly respected by members of the new government. He became a career civil servant in the fledgling government, devoting his entire existence to making the new country work. Over the years he has grown in power to his current position of ambassador. He hopes to return home and run for Prime Minister eventually, but is quite happy living in the USA. He is very sincere, and takes people who have served in the military more seriously than those who have not.

Campaign Role: K’ngawa can turn into a very important contact for the PCs — he is a fountain of information concerning Third World nations.

Rolling Rock Magazine Article

DETROIT — It's ten o'clock on a sweltering Saturday night, and I'm packed into a 10,000 capacity auditorium with 12,000 people to see a band. The crowd runs the gamut — there's a pair of 14-year-old blondes in jeans and "Choose Life" T-shirts looking innocent, virginal, and out-of-place standing next to a lingerie-clad 17-year-old with purple hair. A kid in horn-rimmed glasses is sharing a joint with a middle-aged hippie. Four punks in black T-shirts with skulls on them are beneath the bleachers beating the hell out of a popcorn vendor. There's only one place I could be — a Deathwish concert.

Deathwish burst onto the music scene three years ago with the sizzling *Wish Upon a Scar* album. Their musical style evokes memories of Sabbath in its prime, with Ozzy screaming out the agony of a million tortured souls while Rhodes flayed his wounds with strings of molten steel. The *Your Pain, My Pleasure* single sold over one million copies in spite of being banned by nearly every radio station in the United States, England and Canada. As Thomas Bensen of *Crustacean* magazine put it, "When Zep broke up, I thought metal was dead. But it's been reborn, and its nametag reads 'Deathwish'."

But a study of the band must begin with a study of the individuals who make it up.

Morwena — sex incarnate. Watching her move on stage is more erotic than most X-rated movies. She doesn't just sing to the crowd — she makes love to it with her voice. She wrenches emotion out of every syllable she croons. And, as she is the first to admit, success *has* spoiled her! "God yes, I love it!" smiled the 24-year-old, showing off her jewelry collection. "I probably spend \$50,000 a month on new jewelry! I just can't get enough!"

Francois — the enigmatic keyboardist. The Frenchman is a study in contrasts. He never appears in public in any color except black, and cultivates an aura of mystery and dread. Yet he is known to be the most generous member of the band — his tax return for 1988 indicates over half a million dollars in charitable donations! Francois is the acknowledged creative force behind the band, and has composed two symphonies in addition to writing 90% of the band's material. "We wouldn't be here without Frank," summed up Bobby X bluntly. "He's got more talent in one hand than the rest of us put together. If I got run over by a truck or somethin', they could find another bass player. If we lose Frank, we might as well pack up and go home."

Continued on next page . . .

times; the Los Angeles office phone number of MetalView TV (MVTV) producer Bruce Armstead; and the address of Chainsaw Records' main office in Terrenceville, CA. The rest of the notebook is in a bizarre shorthand that is completely indecipherable.

If the adventurers don't think to get the notebook, Sandquist or Ortega (whichever they are working most closely with) delivers the book to them later that day, saying it might aid them with their investigation.

Scene Three: Chainsaw Records

Investigators following up clues found in Thompson's notes will probably head for sunny California. Terrenceville is a small town located about 45 minutes drive from Los Angeles.

Wined and Dined

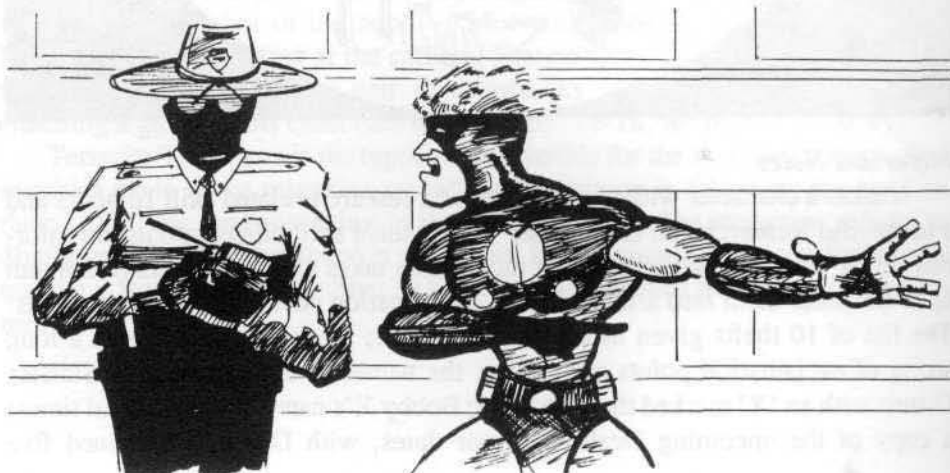
Visiting supers are given the red carpet treatment by Chainsaw executives. They are shown around the recording studio, invited to sit in while work is being done on a new album, taken out to lunch, and generally stroked. Their host is Aiken Ames, a vice-president of publicity. He is anxious to do anything he can to ease the group's misgivings about Deathwish.

"I know there's been some negative publicity recently, what with the unfortunate crowd problems and that horrible incident that took place in your town," he says, shaking his head sadly. "There are some record companies that feel that *any* publicity is good publicity. We here at Chainsaw aren't in that camp. We're horrified by these problems, and are insisting on increased security precautions at future concerts. Did you hear that the fire doors were locked in the stadium? Unbelievable. The manager of that venue should be shot."

"Right now it's fashionable to bash Deathwish," he continues, "but do you see anyone talking about the good things that they do? Francois donated \$50,000 to the New York Children's Hospital last month. Did that make the papers? No. The only thing anyone is interested in is bad press."

Aiken continues to rant about bad press coverage of the band. If asked about MVTV's upcoming documentary, he clams up. "I really can't comment on that, as we're pursuing legal action against them. Suffice to say that the piece is distorted, false, and libelous."

If the PCs seem willing to accept everything they're told at face value, and don't pry too deeply, they are wined and dined that night, then bid a fond farewell the next day. If the characters get a bit *pushy*, or begin asking about the curious pattern of museum robberies that seem to follow the band around, Ames becomes very abrupt, and cuts the interview and tour short, claiming that he has "important things to do."



Under Arrest

If the supers *really* made a pest of themselves, they experience a little trouble leaving town. The Chainsaw executives are *very* good friends with the chief of police. The Terrenceville Police Department arrests them in their hotel room, or pulls them over as they try to drive away. The officers are extremely vague about the charges — harassment is mentioned, as is suspicion of illegal use of psionic powers (if such a crime exists). This episode is not meant to incarcerate the characters indefinitely, just to throw a little scare into them, and let them know that Chainsaw Records is *serious* about protecting its stars. It shouldn't take more than one day for the supers to be released on bail (which will be set at \$5,000 per person).

Of course, if the supers resist arrest, or break out of jail, then serious charges are brought against them. Their description goes out over the radio, and government or police agencies dealing with metahuman crime are alerted. This gives the GM all the ammunition he needs to make the characters' lives a living hell until they crack the case. After the burglaries have been pinned on Deathwish, the Terrenceville police quietly (and shame facedly) drop the charges.

Scene Four: MetalView TV

After talking with Ames, or perhaps after reading about it in Thompson's magazine article, the investigators may be interested in the television special, requiring a trip to MTVV headquarters in Los Angeles.

The MTVV offices are a rock 'n roll junkie's heaven. The walls are covered with posters, pictures of famous stars, and video awards. The station has grown from 50,000 subscribers in the early 80s to its current penetration of several million households. While musical purists insist that the "video age" has corrupted the industry, MTVV airplay is a must for a hit record these days.

MTVV Offices

The jaded staff at the broadcasting corporation are not as friendly as Chainsaw Records' people pretended to be — in L.A., celebrities drop by all the time. But if the PCs make inquiries about the Deathwish video, they quickly find

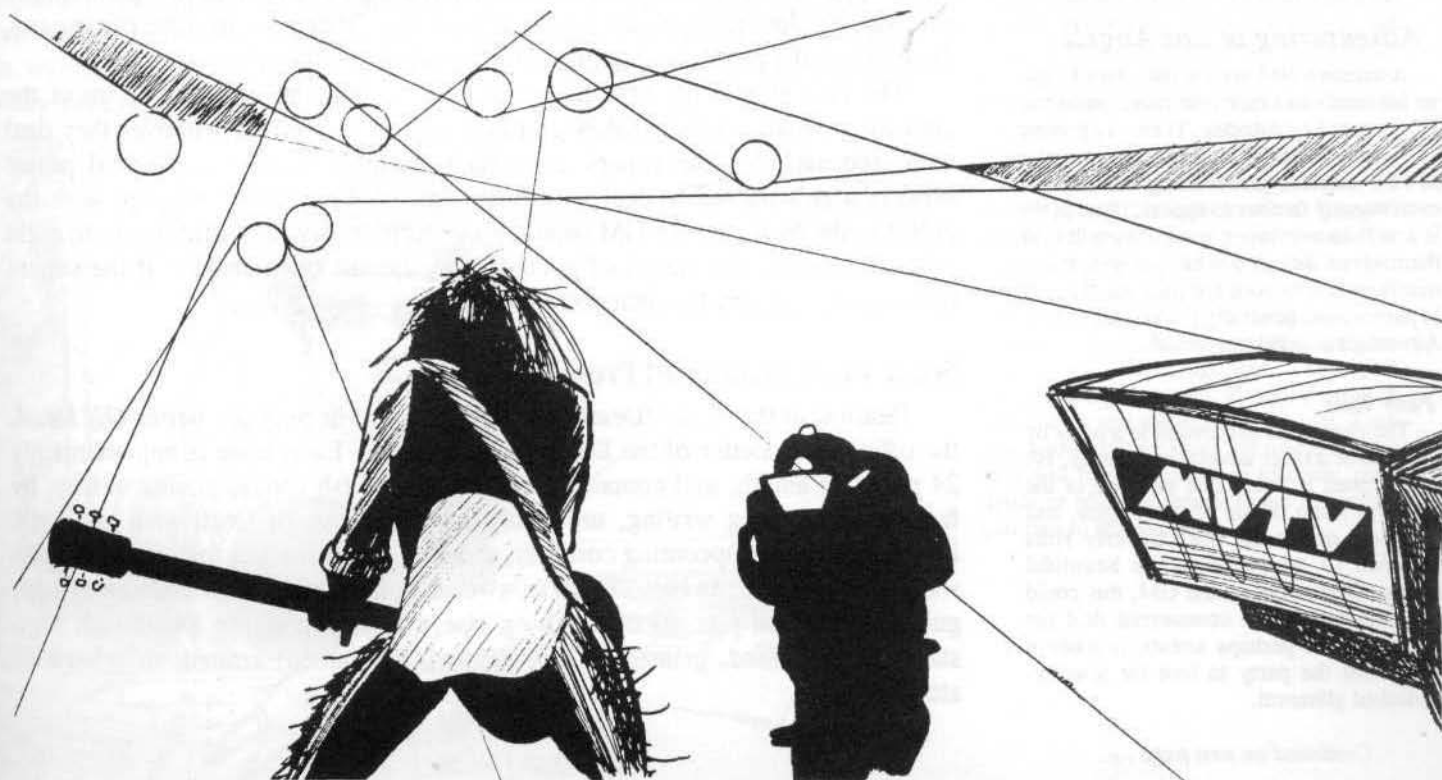
Rolling Rock Magazine Article (Continued)

Bobby X — if Francois is the ultimate in subtlety and class, Bobby X is his antithesis. The huge bass player brings to mind all that is base in man. Loud, crude and obnoxious, he quit the infamous Society for Creative Anarchy because (in his words), "They were a bunch of wimps that didn't know how to get rowdy." The rest of the band remains unfazed by his attitude, however. "Bobby gives us our edge," says Morwena. "Without him, we'd just be another loud band. He takes all of our energy, forges it into a raw edge, then just *radiates* it back out to the audience. Look at the kids' faces — if they could be any of us, it'd be Bobby."

H.I. Jynx — Jynx, as his friends call him, serves double duty as the band's manager. "We had an agent when we first started out," explains the Berkeley-educated Jynx, "but the first contract that he wanted us to sign was damn near slavery. We got rid of him, and decided that I'd go in and talk to them. I could tell how badly they wanted to sign us, and got a good deal that let Frank keep the rights to his songs, and a good set of points on the first album." Jynx stops and grins, "And as you know, that album didn't do too bad!"

Jynx admits that his ambitions aren't just musical. "I'm the most clean-cut heavy-metal drummer in the business," jokes the short-haired, clean-shaven musician, "And I plan on going into politics when I get tired of the grind of the tour. Right now, I'm just having fun."

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Rolling Rock Magazine Article (Continued)

Eddie Traynor — one of the hottest lead guitarists around. When Deathwish lost Arvyn Runeweaver, their first lead guitarist, back in early 1987, 243 guitarists showed up at the open auditions for his spot in the band. Eddie was the 32nd to play. At the end of his set, Francois turned to Bobby and said "Send the other 242 home."

"Like, I'm just freaked out to be involved, y'know? I mean, Deathwish is the coolest band in the world, and we play, like, the coolest music in the world. The fans are great, the chicks are great, and we have some great parties," gushes Traynor.

Back at the stadium, Sinister Drums have just left the stage. The highly political thrash-reggae quartet has been touring with Deathwish for the past year, gaining more experience and skill with each show. The heavy-metal fans, normally hostile to warm-up bands, have been won over by their idealistic lyrics and fascinating use of non-traditional percussion.

After a short break, the moment that everyone has been waiting for has arrived — Deathwish takes the stage! Thousands of fans rush forward, clamoring to get near the band. Mob scenes like this have been the one big negative to the band's '89 tour: fans have been injured at several shows as fights or stampedes have erupted in the audience. MMTV has just wrapped up filming a documentary about violence and Deathwish. No dates have been announced for airing.

Adventuring in Los Angeles

A creative GM with a little bit of time on his hands can make the most out of the PCs' trip to Los Angeles. There are groups of fans constantly clumped around the MMTV offices, just waiting for anyone even *vaguely* famous to appear. If the party is a well-known super-team, they will find themselves deluged with autograph requests, asked to pose for pictures, invited to parties, and generally made a fuss over. Adventure possibilities include:

Party Time

The characters get invited to a party by the head of a large advertising agency. He is interested in using one or more of the group in some of his ad campaigns, and has them out to his posh Beverly Hills mansion to mingle with the beautiful people. Depending on the GM, this could turn into a lucrative commercial deal for the supers, or perhaps ambitious robbers will crash the party to loot the jewelry-bedecked glitteratti.

Continued on next page . . .

themselves whisked in to talk with Jeremy Applegate, a lawyer in the Public Relations Department.

Applegate's first concern is to determine whether or not the team is working for Chainsaw. He's very suspicious, and it takes some convincing play by the group to win his trust. On a good reaction, however, he begins to talk a little about the special. Alternatively, the visitors could have Applegate call Sandquist or Ortega — an official word from either will add +2 to his reaction.

"Frankly, we don't understand what Chainsaw is so concerned about," he begins. "We only focus briefly on the rash of violence associated with the band — the rest of the video is a tour of their Denver mansion. We had a film crew out there for three days at outrageous union rates, and now they say we can't air it, that we didn't 'clear it with their agent' first."

If the PCs ask to see the video, he refuses at first. If the heroes can convince him that they're trying to pin something on the band (or even better, on Chainsaw Records), he arranges for a viewing of the tape. Even if he refuses to let them see it, he pulls a copy out of his desk and waves it around for emphasis. If the characters come back at night, after everyone goes home, they know where it's kept . . .

The tape is a half-hour rockumentary on the band, covering them from their early days as a bar band to this year's mega-tour. There is also a 12-minute segment on Death Mansion, with aerial shots from a helicopter, and a complete tour of the interior. Anyone making either a successful Sculpting or Artist roll, or both a Vision-2 and IQ-2 roll (or any professional skill that the GM feels appropriate) notices that some of the works of art shown in the tour of the house look *very* similar to pieces that were stolen in robberies (see sidebar, p. 12). Closer examination of the video by anyone with a knowledge of art reveals that the items are either excellent forgeries — or the actual works. Close examination of the tape also reveals one other interesting object — a poster from the King Tut art exhibit on display in Denver through the end of the month.

Taking Action

The characters have a choice to make: They can go to the police with the videotaped evidence, or try to penetrate the mansion themselves to "gather more evidence" before going to the proper authorities. Of course, in some campaigns, the PCs *are* the proper authorities, and the dilemma doesn't exist.

The GM should try to contrive matters so that the group ends up at the mansion no matter what. If they go to the police, Ortega (or whoever they deal with) requests that the supers accompany them as backup — normal police officers aren't trained to deal with metahuman killers. When they go with the police to the mansion, the GM should go straight to *Act Five*, adding six to eight police officers to the forces of good as they assault the mansion. If the supers refuse to accompany the officers, see p. 27.

Scene Five: Deathhead Press

Deathwish Press, or "Deathpress" as fans call it, puts out *Better Off Dead*, the official newsletter of the Deathwish Fan Club. Each issue is approximately 24 pages in length, and contains lyrics to Deathwish songs, poems written by fans, amateur song writing, uniformly good reviews of Deathwish concerts, information about upcoming concerts, and *lots* of advertising for official Deathwish products such as hats, T-shirts, sweaters, jackets, toothbrushes, earrings, guitar picks, and just about anything else that can have the Deathwish logo stamped, embossed, printed, inked, painted, macramed, knitted, or otherwise attached to it.

The only address given for Deathpress is a Los Angeles P.O. Box, so it will take some detective work on the part of the PCs to locate the main offices. The easiest way to find the location is simply to follow the van that picks up the mail from the post office box. Other avenues available include bribing a mailman, or simply calling Deathpress and asking — if the caller expresses interest in buying either products or advertising space, he is given directions to the offices.

The offices are located in the warehouse district. The front of the building is occupied by three cramped offices and a small waiting room. There are two warehouses attached to the offices. The first warehouse contains a printing press, folding machine, several pallets full of blank paper, and a forklift. The second warehouse is packed from floor to ceiling with Deathwish merchandise.

Zelda

Anyone entering the office is greeted by Zelda, the secretary. She is very bored, and painfully glad to talk to the PCs — especially if one of them is a handsome male, under the age of 40 and not wearing a wedding ring.

“Hello, hello, woncha come in?” she effuses. “Can I get anyone coffee? Or maybe a soda? I’ve got some orange Nehi here in my little cooler.”

She continues chatting — especially if the supers are in costume (or have four arms, or anything else which automatically mark them as metahumans). She wants to know where they are staying, how they like California, where they’re from, if they’ve seen the Marina yet, and if not, would they like her to take them there that night, “no bother at all.”

Any time the PCs try to steer conversation onto Deathwish, Zelda makes a face and says, “Ewwwwwww. That’s all I ever get to talk to people about is that band. I mean, confidentially, I don’t think their music is that good.”

She sighs, “Now Frankie Avalon, Ritchie Valens — *there* were some real singers. So romantic, y’know? Do you like to dance?”

The GM can continue with Zelda as long as he feels like tormenting the characters, or at least as long as they’re willing to be tormented. She is more than willing to talk all day, only stopping long enough to answer the phones, mutter a curt “Yes,” “No,” or “He’s not in now. Call back.” No matter how much the characters pump her for information, she knows absolutely nothing about the band, violent Deathheads, other than a comment on “all the scum that come by here wanting to meet someone from the band”, or anything to do with art and jewelry thefts.



Adventuring in Los Angeles (Continued)

Surf's Up

It's sunny, hot, and the waves are peaking. Where else will the team go to pump up and work out? Muscle Beach it is! Fans of 1950's beach movies know that there's always a motorcycle gang ready to terrorize the sunbathing crowd at a moment's notice — only the timely intervention of a visiting super-group can save the day! And for those heroes brave enough to dare the waves, who knows when everyone's favorite, the great white shark, will try to make a snack out of a surfing super?

Walk on the Wild Side

For those vigilantes who can't get enough of busting up bad guys, a cruise down to Watts will provide more drug dealers than can possibly be dealt with by one team of supers. Kicking in the door of a crack house should provide all the excitement and automatic weapons fire that a insomniac super could ask for.

Who's In Charge Here?

No matter how many times the PCs visit the Deathpress offices, Zelda will be the only person there (other than a few warehouse personnel filling orders, none of whom know anything). The actual magazine is put together by two rabid 17-year-old fans on their personal computer, and mailed to Chainsaw Records. Once the plates are made, they are run at the Deathpress headquarters. The offices belong to no-good relatives of Chainsaw executives — none of whom come to work except to pick up their paychecks.

If the supers camp out in the office, or put up a round-the-clock watch on the building, they might get to talk to Iggy and Razor, the two teenagers who put out the magazine. The pair usually comes by once a week to pick up the accumulated mail. They will be wearing a Deathwish ensemble — hats, shirts, watches, sunglasses, shoes, shoestrings, etc. They greet anyone over the age of 20 with a string of vile curses and tell them to get lost. They also know nothing about the robberies, but PCs will have to resort to psionics, truth drugs or physical threats to get the antisocial pair to talk at all.

Act Five: Death Mansion

Timing is Everything

It will require delicate timing on the part of the GM to make sure things don't happen too fast or too slow — it won't do to have Deathwish thrown into jail before the final battle at the Denver concert. If possible, the big battle at Death Mansion should take place within 24 hours of the show. The characters can head for Denver armed with warrants for the arrest of the band members — but publicity-minded government officials will demand that the arrest be made *after* the concert, as they fear (rightly) a huge riot if the band doesn't get to play.

If there's no way to string out the timeline until the Denver concert, the GM should use the descriptions and settings of *Act Six* to represent *any* concert — the same fear of riots will be there, and only slight modifications should have to be made concerning location.

On the other end of the scale, if the characters take too *long* in their investigations, then Deathwish will succeed in their plans to grab the Tut exhibit. If this occurs, the GM should continue to provide clues that the members of Deathwish are behind the robberies. Eventually, they'll move in to make an arrest, and the GM can go to *Act Six*.

This Nevada mansion is the desert retreat of the band. They come here to rest and recuperate from touring, write material for new albums — and to store the loot from their burglaries. At first, Nevada seems like a strange place to locate a mansion — most rock stars prefer Manhattan or southern California. But a strategist would immediately realize the benefits. The band owns all the land within 10 miles of the mansion. The outer perimeter is protected by a barbed wire fence, and infrared sensors that can detect a human-sized mass within five feet and set off alarms back at the mansion. There are signs posted every 20 feet saying “No Trespassing! Violators Will Be Shot!” A second fence, identical to the first, is set up a mile from the mansion.

The Entrance Gate

The main road dead-ends at an entrance gate in the outer fence. Two Deathheads, without any visible weaponry, greet arriving cars. Four backups, two in each bunkhouse (see diagram below), are stationed here in case of trouble. Each pair has a .50 caliber machine gun trained on incoming vehicles at all times. They open fire if someone tries to ram through the gate.

The guards have a strict list about who to admit inside the perimeter — and the PCs are not on it. The agents watching from the bunkhouse cannot see inside the cars, so if the characters can convince the two guards to let them pass (or use mind control on them), the others won't begin shooting.

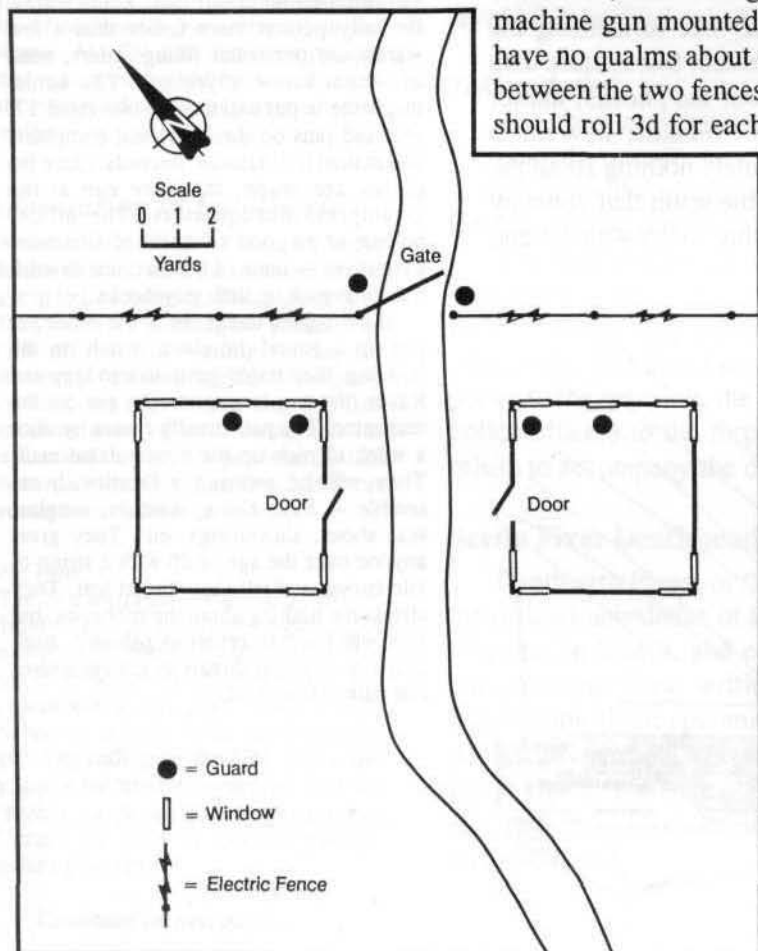
Off Roothing

The area between the two fences is patrolled by six jeeps. Each vehicle carries four Deathheads — each wearing light Kevlar body armor, carrying a 9mm Uzi, a .44 magnum, and a pocket radio. Each jeep has a .50 caliber machine gun mounted on it. The patrollers take their jobs very seriously, and have no qualms about shooting anything that moves or flies in the no-mans-land between the two fences. If the characters are trying to cross the territory, the GM should roll 3d for each mile they travel. On a 7 or less, they encounter a jeep.

The first thing the Deathheads do is radio back to the mansion for help. Five more jeeps then converge on the area — the closest is at least two minutes away, and the farthest is back at the mansion. For ease of calculation, the GM should figure 1 mile takes 1 minute to travel.

The Unfriendly Skies

Airborne assaults are not any easier. The house sports a radar system that can detect a man-sized flying object within 15 miles. Anything smaller than a commercial aircraft crossing the mansion's airspace has surface-to-air missiles with proximity fuses shot at it. These compact, one-shot rocket launchers are used by armies and SWAT teams throughout the world. They are point-and-fire missiles — little aiming is needed due to the complex circuitry inside. All attempts to Dodge the missiles are at -4 because of their speed, and they roll versus a 15 to hit. A successful hit roll indicates that they detonate for 10d crushing damage — a critical success (5 or less) means that the rocket impacted with the target, raising the damage to 15d.



Death Mansion

The mansion was built for the express purpose of withstanding an assault. The walls are steel-reinforced concrete (DR 20, HP 75), and the entire building is fireproof. The doors are bolted with high-quality deadbolts (three locks per door, -5 on any Lockpick attempt because of complexity) plus an electronic lock (Electronics Security Systems roll at -2 to bypass).

The perimeter of the building is under constant surveillance by infrared cameras that pipe pictures down to the security room (room #4). The outside of the house is surrounded by concrete bunkers (marked "B"). Each bunker contains two Deathheads, each with an Uzi and two grenades.

The regular house staff is over 120 people. They are rotated in shifts — six teams of four men on the jeeps, eight teams of two in the bunkers, plus household support personnel. Not all fight to the death, however. Every time one member of a team is killed, the remaining members of the team each must make a Will roll (average Will is 11) to keep fighting — otherwise they surrender.

Interiors

There are many rooms in this sprawling house. Only the ones critical to the adventure have been described below. The GM should flesh out the Mansion as much as he likes. There are rare and beautiful works of art throughout the house — paintings, sculpture, tapestries and other rare items. A character who has investigated the other museum robberies (see sidebar p. 12) can recognize many of the stolen pieces.

Important rooms in the interior of the house include:

1 — **Entrance Hall.** There are always two guards on duty here. Neither is armed, but they each carry a dead-man-switch alarm: If the switch falls from the guard's hand, it sets off an alarm — everyone in the place will scramble for weapons, and a squad of four Deathheads immediately heads to the front hall to investigate.

2 — **Barracks.** Each of these large rooms houses 20 Deathhead troops. There are 5d sleeping guards here at any given time (unless the alarm has been sounded). Each guard has an Uzi, a .44 pistol, and a large knife beside his bed. If the alarm has been raised, they don light Kevlar body armor.

3 — **Planning Room.** This is where the members of Deathwish plan their robberies. Sitting on a table in the middle of the room is a three-dimensional mockup of the Denver Museum of Fine Arts. There is also a calendar on the wall with a number of red circles on it. Each circle is around a date on which a large art or jewelry robbery took place.

4 — **Security Room.** This is where the guards man the security cameras that sweep the outside of the house, monitor the fence systems, and keep an eye on the radar. There are 2d+2 occupants in the room at any time, all armed as their comrades in the barracks, but wearing their body armor.

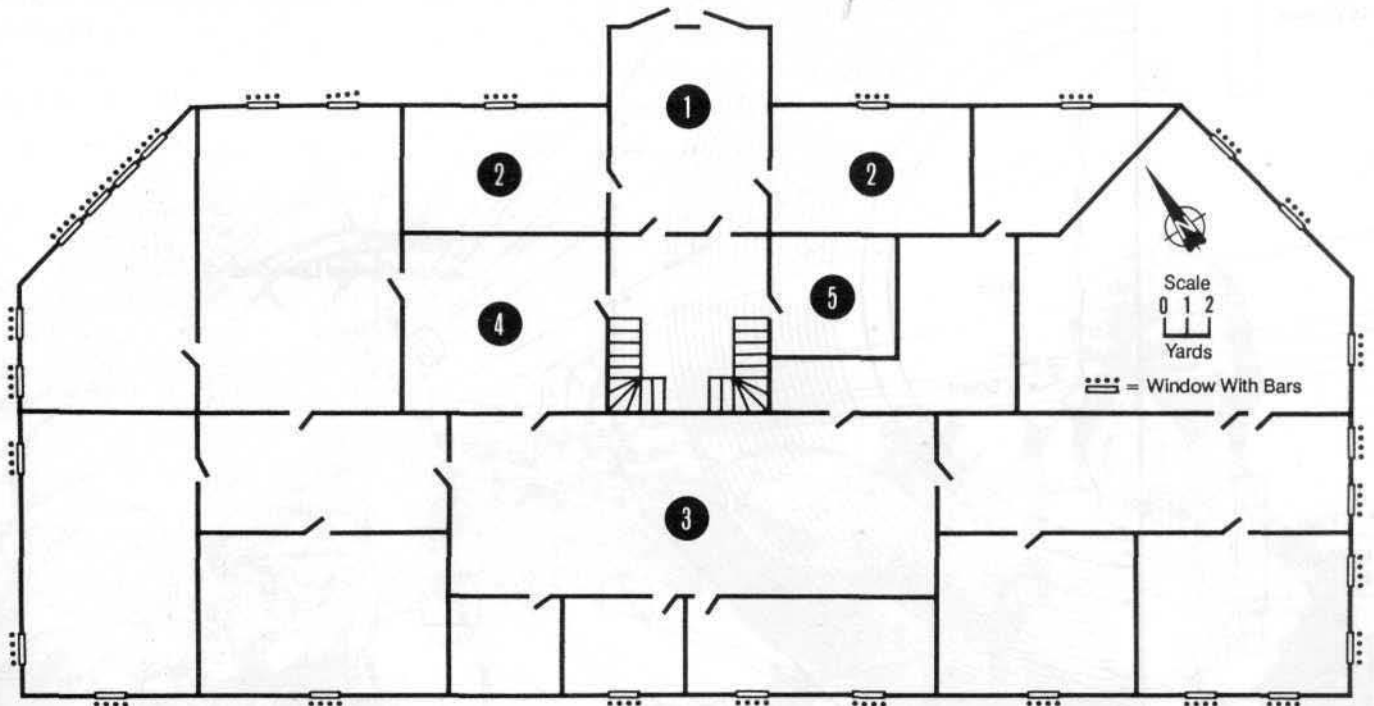
5 — **Weapons Locker.** In addition to the small arms and automatic weapons that the Deathheads carry with them, they also have access to quite a bit of heavy artillery that Demolition Man has "acquired" over the years. There are a dozen .50 caliber machine guns, several cases of grenades, half a dozen surface-to-air missiles, two flamethrowers, and any other pieces of military equipment that the GM chooses to include.

Who Are These People?

The hundred-plus people on permanent staff at Death Mansion are absolute fanatics. They were recruited from the dregs of the Deathwish Fan Club — they are the hopeless, the homeless, the drug addicts and the crazies. Psytron regularly attends fan club meetings to sign autographs and meet the fans. While there, he scans the minds of the attendees, looking for those who are desperate enough to believe Demolition Man's promises of riches and pleasure in exchange for absolute obedience and military discipline.

Quite a few of the recruits don't make it through the training — their bodies are buried in the desert as object lessons to the other trainees. When off-duty, the Deathheads are well taken care of. "Entertainers" are brought in regularly from the brothels of Reno and Las Vegas, and there is a recreation room well stocked with alcohol, games and movies.

The Deathheads owe their entire existence to the band. They feel that they are now part of a big family. Psytron and Demolition Man encourage this, and excite the troops with their plans for eventual world conquest, once a large enough army has been assembled. It is only when their comrades start dying around them that their determination will begin to waver.



Tactics at Death Mansion

It should be obvious to a party that does any kind of reconnaissance that they can't just march in and start battling it out — they're *extremely* outgunned (unless the entire party has DR 50 or so), and will be shredded once the Deathheads break out the heavy weaponry. The Mansion is a good chance for stealthy characters to shine — battle-mongers will get their chance in *Act Six*.

If the Deathheads discover intruders in the house, they react in an organized, rehearsed fashion. First, they seal all the doors (wood-covered iron, DR 17, HP 35) so that no one can escape (they justifiably consider the walls impregnable). They then break into five-man search teams. Two members of the team carry an M-60 machine gun.

Their mission? To kill any intruders. They aren't trying to take any prisoners — the GM can continue to call the shots non-lethal (if the Stun rules are in effect and he wishes the battle to last longer), but once the PCs are down, the Deathheads attempt to kill them.

If detected, the PCs' first goal should be to get out. The windows all have bars over them (DR 10, HP 18), but are definitely the most vulnerable point for a quick exit. If the PCs can't get out, see the *Debugging* section, p. 27.

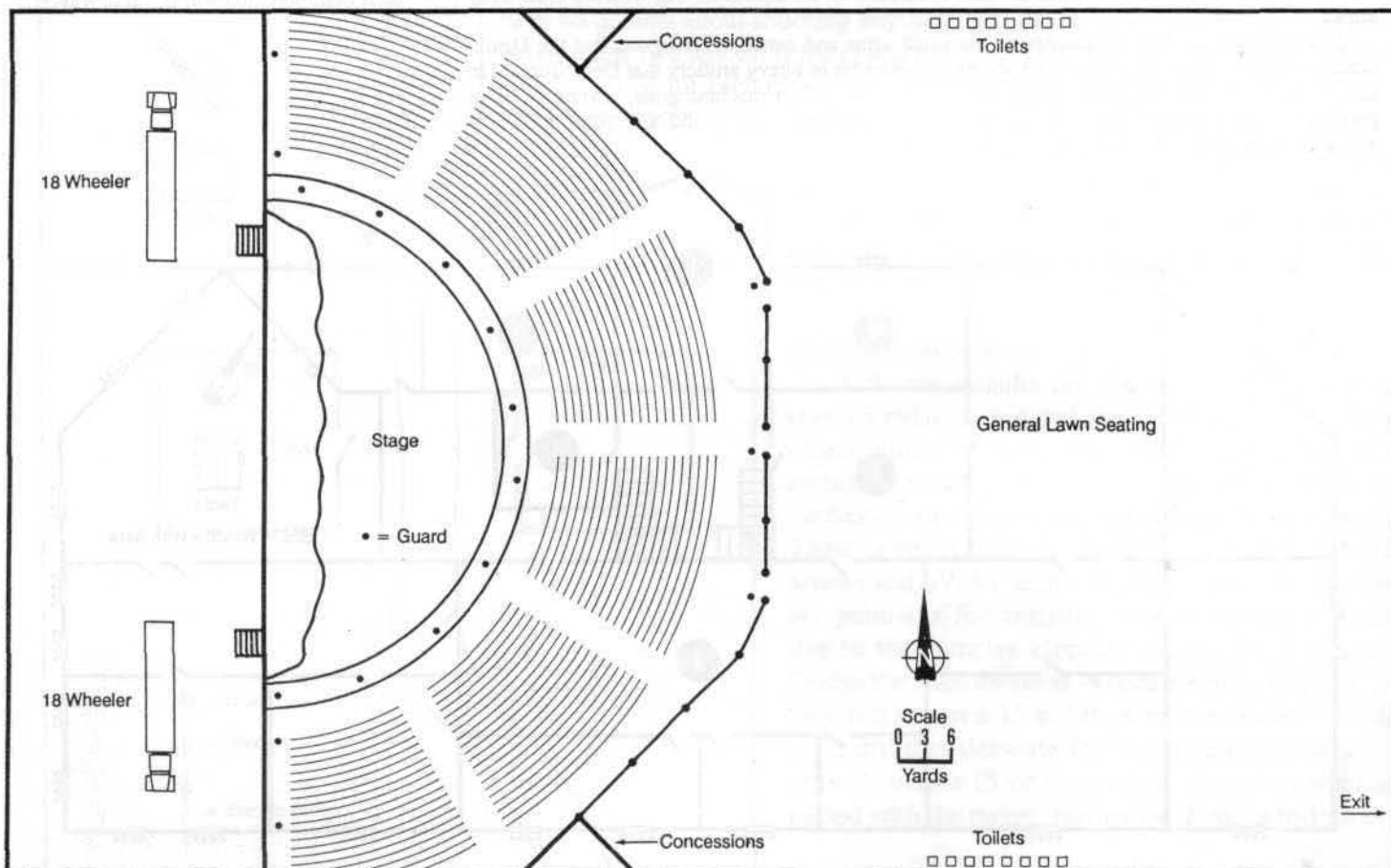
Act Six: The Big Show

The climax is building as the night of the outdoor concert in Denver approaches. The PCs (if they have gone to the authorities) should have coordinated their efforts with the police. The supers (who have been temporarily deputized if they have no legal enforcement powers) are to go to the concert site (preferably incognito), wait until the band has finished, then go back stage and arrest the members of Deathwish for Burglary of a Building, Contributing to the Delinquency of a Minor, Capital Murder (if Deathwish or any of the Deathheads killed a police officer), Attempted Murder, Reckless Driving, Illegal Possession of Explosives, Illegal Possession of Automatic Weaponry, and anything else that the GM thinks is appropriate.

Before the Show

Psytron decided that staging another riot would be too obvious — they had to think of another way to draw the police to the concert site (and away from the museum). The solution proved to be simple — the band merely ensured that approximately twice as many tickets were sold and/or given away in contests than the park grounds could possibly hold. After all the tickets were out, Whirlwind shamefacedly explained the predicament to the police, and begged for additional police protection. The Denver Chief of Police, anxious to avoid a scene like the one that occurred in the campaign city, quickly pulled all available and off-duty personnel in for crowd control.

Every additional man proved to be needed to keep the throngs under control. By the time the group arrives, the place is already packed. If the supers are in costume, they are recruited immediately to help keep things under control. And there are plenty of things going on to occupy the team until it is time to bust Deathwish.



She's Having a Baby

One of the first emergencies that crops up is totally unrelated to the affairs of meta-villains and supers. A young woman, eight months pregnant, is overcome with the excitement of the event and goes into premature labor. This is a good chance for the GM to split the party up for awhile — since they know that a big brawl is upcoming, losing a team member, even for a short period of time, should make them nervous!

The on-site paramedics emphasizes the need to get the woman to a hospital — but the roads are jammed for miles back, so there's no way to get her out of the crowd. If any of the characters are known flyers, the paramedics suggest that he fly the woman to a nearby hospital. The woman is hysterical at the thought, but is even more agitated at the idea of giving birth to a premature baby at an outdoor rock concert, and eventually agrees.

But the hero's problems don't end once he gets the woman to the hospital. He is detained by several grandmotherly nurses who want him to fill out several forms — all the time while offering him advice about the proper way to bring up a baby. They are incapable of understanding that he isn't the father — they just insist that all the paperwork has to be done properly.

Variations of this theme can be kept up as long as the GM wishes to plague the players. While one super is dealing with a pregnant mother, another may be called upon to aid a heart attack victim who needs immediate care, or a diabetic who is slipping into insulin shock. The possibilities are endless!

Easy Riders

If the heroes are not in costume, the GM can still get them involved in the pre-show spirit of things. The Wildcats (see sidebar), a local motorcycle gang, are taking advantage of the thick crowds and overworked police department to engage in a little extortion. They are milling through the crowd causing trouble — stealing ice chests, accosting women, beating up anyone who looks at them wrong, and generally being uncivilized. There are several ways that the characters could meet the gang — but the most interesting one is to have five or six gang members come up to them and demand money and beer. If the PCs don't immediately provide both, chains are produced from boots as the gang goes for the heroes. The characters might also come upon a roving gang of thugs preparing to assault a young fan who objected to their insults to his date, or perhaps even interrupt a fight between the Wildcats and a group of unarmed Deathheads! This could put the PCs in the interesting spot of having to pick which side to be on.

The Wildcats

The Wildcats are a California motorcycle gang that have driven cross-country to see the concert. For the most part they are worthless scum — a collection of troublemaking misfits that aren't intelligent enough to be recruited as Deathheads.

The gang has a pack mentality — as a group they are fearless and take on all comers, meta-human or not. When separated out from the rest of the gang, the individuals react like vicious cornered rats — fighting only when absolutely necessary while looking for a way to rejoin the pack.

If the GM so wishes, the Wildcats could make an interesting recurring group of thugs — never seriously threatening the PCs, just providing enough nuisance value to annoy and disrupt them. For example, a stakeout could be blown by a gang member whipping by on a motorcycle and pointing the supers out to the surveillance target.

Typical Wildcat

ST 11; IQ 7; DX 10; HT 10.

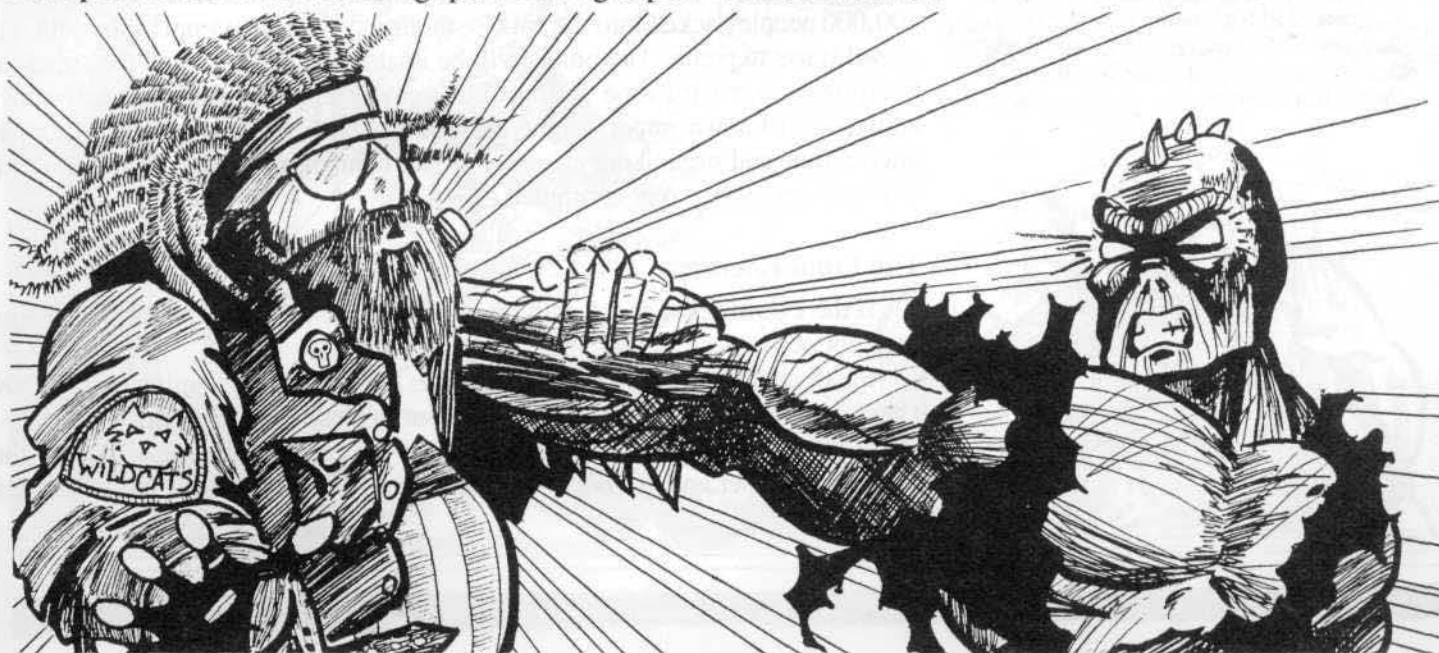
Speed: 5; Move: 5; Dodge: 6.

Advantages: Combat Reflexes; High Pain Threshold.

Disadvantages: Bad Temper; Bully; Odious Personal Habit: Doesn't Bathe; Poverty: Struggling; Sense of Duty: Other Wildcats; Status -2.

Skills: Blackjack-12; Gun (Pistol)-10; Knife-13; Motorcycle-15.

Equipment: Chain (in boot, 1d cr.); Harley-Davidson Motorcycle, Leather Jacket (PD 1, DR 2, torso only), small knife (1d-2 cutting, 1d-2 impaling).



The Museum

It is possible that an alert team of supers will follow the band members to the museum and attempt to foil the robbery in progress. If this is the case, then the climactic battle takes place here. The GM should use the museum map from *Act Three*, or design a similar one, being sure to include such throwables as trash cans, mail boxes, parking meters, and the like.

The Deathheads will join the battle, and the GM should bring in backup units as necessary to maintain an even battle.

The PCs Are Beaten

The PCs may get stomped at the museum. If this is the case, the GM should make sure that they regain consciousness in time to make it back to the concert site for the final encore. This time, it is Deathwish versus the characters, with no interference from the Deathheads.

The PCs Win

If the player characters defeat Deathwish at the museum, they are going to have some *serious* crowd control problems back at the concert site. The players had better be able to think fast on their feet. Do they split up, with part of the group dealing with the prisoners until the police arrive while to others head back to the concert? Or do they ignore the concert and let the police deal with it, and read about the deaths in the riot in the next day's paper's headlines?

During the Show

The show finally starts about 5:00 p.m. Sinister Drums take the stage, and plays for a little over an hour. The crowd enjoys the music, and settles down (especially if the PCs took care of the biker gang).

The tension in the crowd mounts . . . the roadies change equipment, bringing out the giant amps that characterize Deathwish's music. Around 7:00, the crowd begins chanting. The sky begins to darken as the sun sinks down behind the Rocky Mountains. Finally, the stage lights go up, and a blast of noise washes over the throng. Deathwish has taken the stage!

The band churns out teeth-grinding heavy-metal music for the next hour and a half, whipping the crowd into a frenzy. Finally, an exhausted Morwena says "We're going to take a short break! Ya'll stay here!" The crowd screams a response, and the band leaves the stage.

Off Stage

At this point taped music is piped through the park's sound system, and the band disappear backstage. Their plans are simple — the group will take a waiting helicopter to near the museum. The pilot won't turn the helicopter's lights on until well away from the concert site, and the music will cover the noise of the engines effectively. If the characters are not specifically watching backstage, they won't see it fly away.

Upon arriving at the museum, Deathwish's plans are similar to the museum robbery in *Scene One*. There will be a large truck with six Deathheads in it waiting to cart the loot back to a safehouse. Demolition Man and Whirlwind will remain outside as security, and Necrovore will go to the van to coordinate the efforts of the Deathheads. Psytron and Morwena will move in and begin the robbery.

If all goes as planned, Psytron will teleport the group back to the park within an hour of their leaving.

Back at the Show

After 45 minutes have passed and the band hasn't re-appeared, the crowd becomes irate. If the museum robbery went off cleanly, Deathwish retake the stage before things get too out of hand. If something happened to the band (such as getting thrashed by the PCs) and they haven't returned after 90 minutes, the crowd begins to get violent.

A riot here will be even worse than the disaster in *Act One*. There are over 100,000 people packed into the park — thousands will be trampled to death if the crowd starts to panic. The police will be unable to handle it, and the supers are likely to have a hard time getting things under control. An extremely charismatic, well-known super might be able to calm the crowd by seizing the microphone and organizing effective crowd control measures. Otherwise, a lot of people are going to get trampled (see p. 6).

The Final Encore

If the PCs slugged it out with Deathwish at the museum the following scene does not occur . . .

Finally, after another two sweaty hours, the band is wrapping up the show. They've played three encores, and come out to close the night with "Your Pain, My Pleasure." The last bows are made, and the crowd (after realizing that they won't get another encore) begins to file home. It's now time for the PCs to act.

Backstage

The first problem that they face is getting backstage. If they didn't think to ask the police for backstage passes, concert security denies them entrance.

"I don't care who you are or who you work for," explains one guard, "you ain't goin' backstage without a pass. That's it, that's final, that's what I'm paid for."

Of course, the supers could probably just move him out of the way, or knock him aside, but if they choose this course of action, the GM should make sure they hear from a lawyer representing the security guard within a few days. He later claims to have been manhandled and abused by the supers — and in most campaign worlds, use of super powers on a normal is a serious offense.

The best way past the guard is plain, old-fashioned bribery, or Fast-Talk. His IQ of 10 makes it possible for anyone with a good line of bull to talk their way through the stage door.

The Trailer

Deathwish has a large trailer set up behind the wooden barricades that separate the stage from the crowd. After the concert, the band members are inside it drinking something cold and relaxing, and gloating over their successful robbery.

There are two Deathhead guards at the front of the trailer — they sound an alarm if they see the supers approach. The band members immediately file out the back of the trailer — if they are spotted by the PCs, they transform (if applicable) and turn to fight. If they are not spotted, they flee out of town using whatever powers they can.

Further Adventures

In addition to the suggestions in the sidebars about further use of Sergeant Ortega and Jonathan Sandquist, other elements of this adventure can be reused from time to time in a campaign.

Escape

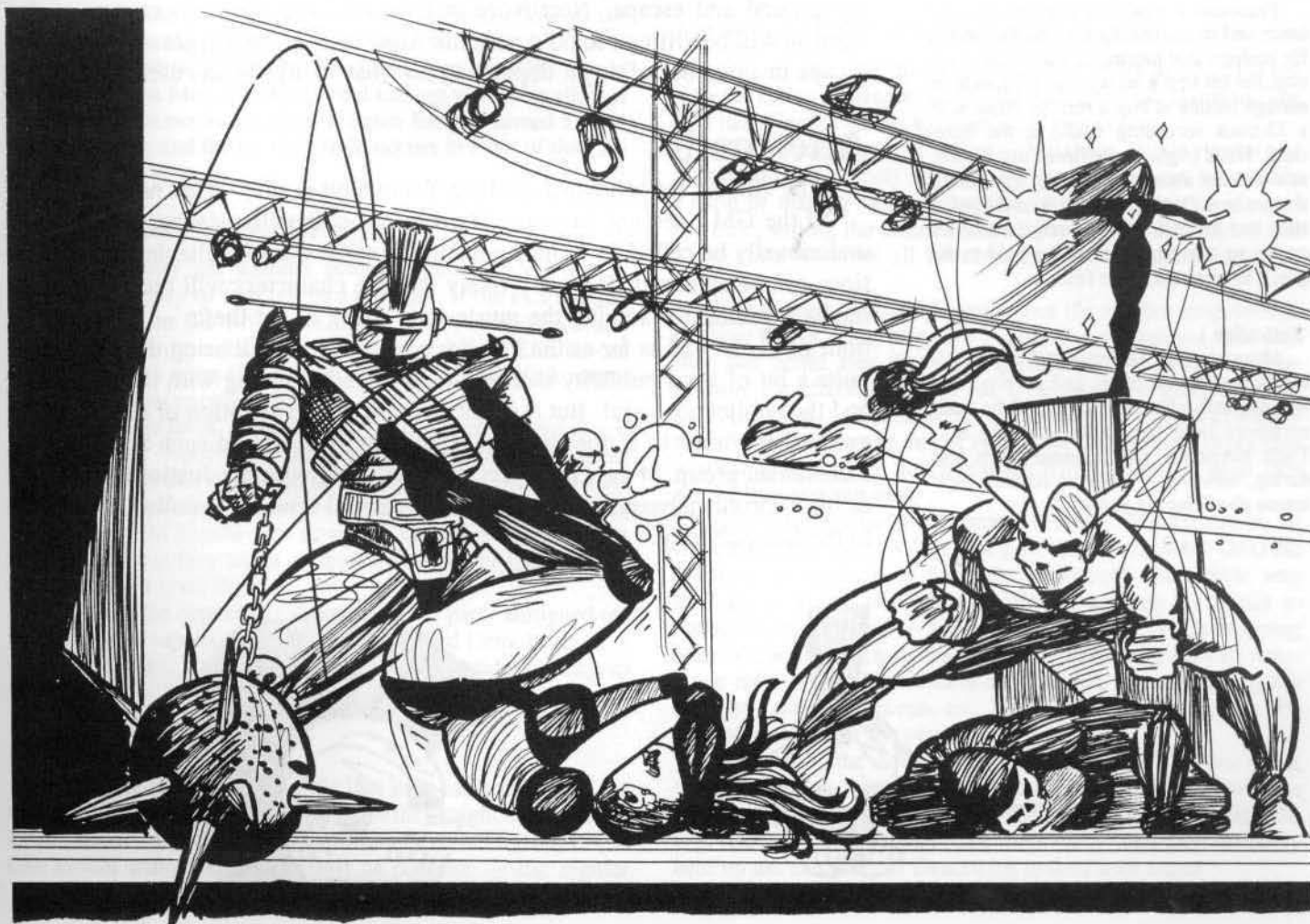
Unless extremely good precautions are taken, Demolition Man, Morwena and Psyttron are almost impossible to keep incarcerated. Demo-Man will simply phase through the ground, emerging a free man wherever convenient. Morwena can turn insubstantial, move to open ground, and then shapeshift into a hawk before flying away. Psyttron simply teleports out.

Whirlwind can be kept in captivity until he reaches an area without a ceiling. At that point, he simply turns invisible and flies away (even radar won't track him because of his Invisibility to Machines).

Necrovore, as an enhanced normal, doesn't have any super abilities to rely on for an escape. With his knowledge of security systems, however, it will only be a short time before he too is out of prison.

Once out, the group will reassemble. There are several possible courses of action for the group.

Continued on next page . . .





Further Adventures (Continued)

Revenge

Demo-Man will suggest that they go after the "scum who put us away" with all possible haste. If the heroes are at a lull a few months down the line from this adventure, the GM may wish to have them attacked out of the blue by the band, with a few Deathheads thrown in if the odds need balancing.

Alternatively, the band could begin a war of attrition, picking off the PCs one at a time. The latter course will make the characters (and the players!) extremely paranoid as their friends disappear one by one.

Comeback

Francois, a musician at heart, is very interested in continuing the band's career. He realizes that touring is out of the question, but his first goal is to lay his hands on enough money to buy a remote estate with a 32-track recording studio in the basement. He is (rightly) confident that Chainsaw will not insist on knowing any details about a new Deathwish album, and Jynx is sure that he can set up foreign bank accounts so that royalties can be paid to the group in an untraceable fashion.

Collection

Morwena will be interested in rebuilding her collection of art and jewelry, and will nag and wheedle the rest of the band members until they agree to help her. Their robberies will become much less daring, however — they've learned their lesson about the big scores!

The Final Battle

More than likely, the final battle will occur here. The band members *know* that they can't risk arrest and interrogation, and they have heard about the raid on Death Mansion (assuming it took place). Deathwish is fed up with the PCs meddling in their business, and is seeking to put them away here and now. They make it clear from their shouted comments that the PCs shouldn't expect to live through the night.

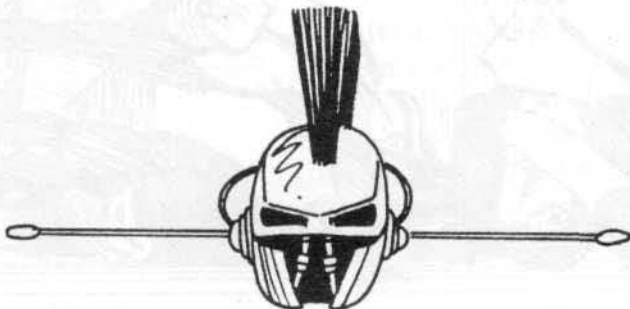
Most of the crowd is filing out, so the area immediately around the stage is clear. The wooden divider is not very strong (DR 4, HP 12) so it is likely that the battle spills out onto stage. Guitars can be used as improvised clubs, thrown cymbals do thrust/cutting damage, and amplifier cords make excellent garrotes.

The GM should strive to make this battle as action-packed and climactic as possible — the PCs should emerge triumphant, but bruised and battered from the experience. The police only move in after it looks like the situation is under control. As their ranks thin, the members of Deathwish grow increasingly desperate. If the GM wishes to stretch the adventure out into a manhunt, Whirlwind could turn invisible and flee, and Demolition Man could phase into the ground and escape. Necrovore and Psytron are easier to capture — but Psytron will be difficult to hold once his Area Teleport recharges. Sorceress can escape in a number of ways, depending on what spells she has used already.

Aftermath

The villains are contained, and the Tut exhibit is safe. What now?

If the GM does not have any super-proof jails cells nearby, the PCs will undoubtedly be called on to help contain the villains until suitable accommodations can be arranged. It is very likely that the characters will receive national media attention for solving the mysterious string of art thefts — this could be both good and bad as far as the PCs are concerned. It will bring the super-team quite a bit of good publicity that will help them in dealing with the authorities and the public in general. But it might also attract the attention of a meta-villain group that wishes to further its *own* reputation by defeating such a well-known metahuman group. If the characters were working with the Justice Department or the Taorobi embassy, they will have substantial rewards to collect in addition to the free publicity.



DEBUGGING

This section is provided to give the GM some hints about how to handle the adventure if it goes wrong. Sometimes the players do things that are completely unexpected and which divert them from the plot. While experienced GMs will just ad-lib the deviations, some of the most common "oddball" plot twists (and how to effectively deal with them) are covered below.

Act One: They Skip the Concert

Perhaps, no matter what inducements and trickery were tried, the characters refused to have anything to do with the concert. In this case, it is best to skip directly to the end of the scene and have the super-team contacted by police radio (or maybe just overhear all the calls for fire trucks and police cars).

The PCs should arrive at the stadium within a few seconds after the first batch of police. The doors have been broken down by fans several minutes previously, so there is a panicked crowd running around out front. The Deathheads are encouraging the mob to attack the police, and gunfire begins as the heroes arrive. Go directly into Act Two.

Act Two: They Stop the Riot Immediately

This scene won't be nearly as dramatic if a PC has a power that can immediately end the riot — an area effect Sleep, or perhaps some sort of mass hypnotism. If this happens, the Deathheads in the sewer radio Necrovore to inform him of the problem, and he alerts Morwena and Psytron.

To keep things interesting for the players, the GM should have Demolition Man and Whirlwind link up with their allies at the museum. Demo-Man brings a dozen heavily-armed Deathheads with him, and the first big fight occurs in front of the City Museum.

Act Two: The PCs Get Trashed

The PCs may get soundly beaten. Depending on how it happened, this may or may not be a problem. If the PCs split up and the group in the sewers is taken out by explosions and Demolition Man's ambush, it is not a problem. The heroes should have been more careful than to charge down a dark tunnel with an unknown enemy in it!

On the other hand, if the PCs stayed together as a group and got completely wiped out (whether above ground by weapons fire and Whirlwind, or in the sewers by Demo-Man and four Deathheads), then they may be too weak to handle the villains as written. The GM should pare down the members of Deathwish until he feels that they are at an appropriate power level to give the characters a good fight.

Note that the opposite is also true. If the party shrugged off 5d automatic weapons with a grin and knocked Demolition Man out with one shot, then the GM may wish to consider beefing up the villains!

Act Four: The Hotel

The adventurers might decide that they can't wait until the next day to begin their investigations — they might head straight for the bands' hotel and try to question one or both groups. The GM should make this as difficult as possible — the regular

police have already been here, and the hotel staff is *not* going to disturb the high-tipping band members a second time.

If the supers manage to sneak in, hotel security are dispatched immediately to escort them out. If they choose not to leave, the police are called, and the team are hit with a lawsuit for abuse of powers within a week.

Act Five: What if the PCs Don't Go?

It's possible that the characters might elect not to investigate Death Mansion (either with the police or on their own). If this happens, then the GM should skip *Act Five* as far as PC involvement goes — but the heroes should get up the next day and read the headlines about how over two dozen police officers were killed, and many more are still in critical condition as the result of a midnight raid on the mansion. The officers weren't prepared for the military onslaught that awaited them when they attempted to enter the mansion. They were forced to retreat and call in a DMI team from a nearby city. By the time the DMI team had secured the area, all potential evidence in the house had been smashed to pieces or burned. The GM should use this opportunity to heap guilt on the heads of the PCs — they had a chance to prevent this tragedy, and they chose not to go. As a result, many people died, and the police don't have any evidence to connect the band with the robberies. Any super with the Code of Honor disadvantage should *lose* character points for this!

Act Five: The PCs Fight it Out

It's possible that the PCs will decide to try and fight it out with the entire contingent of Deathheads at Death Mansion. The GM has several options to consider at this point.

The first option is the easiest — kill them. While elegant and simple, this isn't really satisfying unless the players have made a habit of making tactical blunders of this magnitude. Most of the time, killing the characters will just annoy the players and cause extra work for all concerned as new characters are constructed.

The second option is to string out the combat long enough to show the PCs that they are hopelessly out-gunned, and that they had better flee the scene quickly. This can be done by limiting the effectiveness of the Deathheads — guns can jam, shots can miss, and backup can be slow in arriving. Accompany this with knocking out one or two of the super-team (being sure to spare the ones best able to escape with the bodies) until they get the hint and run away.

The third option is to cheat. Have the Deathheads be all flash and no substance. If it will give the PCs (and the GM) the greatest satisfaction to have the characters blast their way through an army, then the GM should arrange for things to happen in that manner — fudge dice rolls, have NPCs dropping after one solid punch or magma-blast, make sure that all resistance rolls by the Deathheads are failures, have entire squads panic and surrender or run, etc. There is nothing wrong with this method if it's what the players like!

Of course, the above is predicated on the PCs *not* being tough enough to wipe out the mercenary team. If this isn't true (the entire party is made of 1,000-point bricks, for example), the GM should let the players have their fun — and then seriously beef up the members of Deathwish to deal with them!

DEMOLITION MAN

ST: 13 (30 points) IQ: 9 (-10 points)
 DX: 13 (30 points) HT: 12 (20 points)
 Speed: 6.25 Move: 6

Damage: Thrust 13d; Swing 15d;
 Morningstar 15d+6 cr.

Appearance: Male, white, 26 years old, 6' 2", 230 lbs. (450 pounds when suit is substantial), black hair, gray eyes.

Advantages

Combat Reflexes (15 points)
 High Pain Threshold (10 points)
 Strong Will +3 (12 points)
 Wealth: Very Wealthy (30 points)

Disadvantages

Alcoholic (-15 points)
 Bad Temper (-10 points)
 Bloodlust (-10 points)
 Greedy (-15 points)
 Odious Personal Habit: Belching (-5 points)
 Overconfidence (-10 points)
 Sadism (-15 points)

Skills

Brawling-15 (4 points); Carousing-14 (8 points); Driving (Car)-14 (2 points); Flail-17 (32 points); Musical Instrument (Bass)-13 (12 points).

The "Demo-Man" Battlesuit

The battlesuit is unique (-25%), and is based on TL7 Light Body Armor (PD 4, DR 15). The suit is bonded to Demo-Man's body and can't be removed, and the morningstar is permanently attached. Whenever Bobby wishes to conceal the suit he turns it insubstantial and invisible.

Battlesuit Super-Advantages

Damage Resistance +30 (total DR 45; 150 points)
 Dark Vision (25 points)
 Enhanced ST 120 (266 points)
 Insubstantiality (Switchable +1; Suit Only, -5; 45 points)
 Invisibility (Switchable +1; Suit Only, -5; 24 points)
 Invisibility to Machines (Switchable +1; Suit Only, -5; 15 points)
 Move Through Earth (based on Move Through Ice; 25 points)
 Morningstar (no point cost, but large size adds +3 damage)
 Passive Defense +4 (total PD 8; 100 points)

Quirks

Calls his morningstar "Dorothy"
 Eats potato chips constantly, even while playing
 Likes to play tennis and gets furious when he loses
 Reads bad pulp adventures
 Gets very nervous around psychiatrists

Total Point Cost: 750 points



Robert Anderson grew up on a farm in rural Kansas. He would have undoubtedly ended up working at the local cement plant, just like all his friends, except for a life-changing incident when he was 16. His mother got sick and he was sent to Los Angeles to stay with his aunt while his father cared for his mom. L.A. opened his eyes to a whole new world — he returned home six months later with an earring, a skateboard, a bass guitar and an attitude problem.

Robert's father put up with him until his 17th birthday, then told him he'd either have enlist in the army or get out of the house. Bobby (he refused to answer to Robert these days) hit the road. He wandered around for several weeks before stumbling across a commune called Avalon (run by the infamous Society for Creative Anarchy). Armed with a confused notion of what anarchy meant (he was expecting wild parties, uninhibited sex and no work) he joined.

Bobby began to notice some strange goings-on in the commune — visitors, some obviously meta-human, were flying in and out, and there seemed to be a lot of action centered around one storage building in particular.

One night he slipped the lock to the building and began exploring. A huge grin appeared on his face — he had found some sort of weapons locker! The walls were lined with suits of armor ranging from medieval plate mail to high-tech battle armor. But one suit in particular caught his attention — it was red and yellow, and had a *huge* morningstar attached to it. He tried it on and found that a small display inside had a menu explaining the suit's various powers.

Demolition Man was born — he left that night and headed to Los Angeles where he began playing with different bands and robbing banks. He met Psytron in a bar — the drummer was intrigued by someone whose mind he couldn't penetrate. The two of them became friends, and then partners in crime before linking up with Sorceress and Necrovore to form Deathwish.

The Sorceress

ST: 9 (-10 points) IQ: 12 (20 points)
 DX: 12 (20 points) HT: 10 (0 points)
 Speed: 5.50 Move: 5
 Damage: Thrust 1d-2; Swing 1d-1; Shockwave 5d-5.
 Appearance: Female, white, 23 years old, 5' 4", 110 lbs., black hair, green eyes, incredibly beautiful.

Advantages

Appearance: Very Beautiful (25 points)
 Voice (10 points)
 Very Wealthy (30 points)

Disadvantages

Compulsive Behavior: Collects Jewelry (-10 points)
 Greed (-15 points)
 Impulsive (-10 points)

Super-Advantage

Extra Fatigue +10 (50 points)

Skills

Acting-12 (2 points); Dancing-14 (8 points); Driving (Cars)-11; First Aid-13 (2 points); Jeweler-12 (4 points); Performance-14 (2 points); Sex Appeal-14 (4 points); Singing-17 (16 points); Swimming-13 (2 points)

Super-Power and Skills

Magic Power 10 (200 points)

Each of the below is a "spell." Each is usable only once per day (4-level limitation) and has a Fatigue cost of 4 (2-level limitation) in addition to any other modifiers.

Control Weather-18 (12 points)
 Control Winds-18 (12 points)
 Flash-18 (12 points)
 Healing-18 (12 points)
 Insubstantiality (Activate on a 14 or less -1; 23 points)
 Neutralize Sound-18 (12 points)
 Shockwave-18 (12 points)
 Sleep-15 (Area Affect +4; 16 points)
 Suggest-18 (12 points)
 Surge-18 (12 points)
 Transformation into Hawk Form (Activate on a 14 or less -1; 9 points)

Quirks

Favorite colors are red and black
 Loves the beach
 Collects comic books
 Eats everything in sight, never gains an ounce
 Enjoys playing practical jokes

Equipment

Heavy Kevlar armor (PD 2, DR 12)
 2-way radio

Total Point Cost: 500 points



Amanda Carazone is the daughter of a wealthy politician from New England. She spent her childhood in the lap of luxury — anything she wanted, she got. Amanda was 21 years old, attending a small girls' college, when her father skipped the country with his secretary and every dollar the family owned. For the first time in her life, Amanda found herself penniless. Wandering the streets, stunned and confused, she was taken in by a cult group run by the Black Moon Society (see *Super Scum*, p. 3). The leader of this group recognized the magical potential that lay just below Amanda's consciousness.

She spent the next year learning to use her powers, but eventually left the society. Although not a member, she remains on good terms with the Master Mages several of who want to marry her in hopes that a cross between two powerful wizards will produce a very powerful child.

Amanda wanted the good life back, though. She traveled to Los Angeles and took a job singing in the nightclub of a ritzy hotel — it afforded her the perfect opportunity to meet wealthy men who could be set up and taken for every penny they had. It was at this hotel that she met Necrovore — he was playing with the Los Angeles Symphony Orchestra and recognized a good voice when he heard one. Much to her surprise, she found herself attracted to him and the two began working as a team. On his advice she changed her name to Morwena.

NECROVORE

ST: 15 (60 points) IQ: 16 (80 points)

DX: 13 (30 points) HT: 14 (45 points)

Speed: 6.75 Move: 6

Damage: Thrust 1d+1; Swing 2d+1; Uzi

3d-1 cr.

Appearance: Male, white, 28 years old, 6' 2", 182 lbs., curly brown hair, brown eyes.

Advantages

Alertness +5 (25 points)

Ambidextrous (10 points)

Appearance: Attractive (5 points)

Filthy Rich (50 points)

Lightning Calculator (5 points)

Musical Ability +10 (10 points)

Strong Will +4 (16 points)

Disadvantages

Code of Honor: Must give 25% of all stolen items (or equivalent in cash) to charity (-5 points)

Megalomania (-10 points)

Overconfidence (-10 points)

Skills

Artist-17 (6 points); Bard-20 (10 points); Computer Operation-17 (2 points); Cooking-17 (2 points); Criminology-18 (6 points); Detect Lies-20 (12 points); Driving (Car)-16 (16 points); Driving (Van)-14 (4 points); Electronics (Security Systems)-18 (8 points); Musical Instrument (Guitar)-25 (2 points); Musical Instrument (Keyboards)-26 (4 points); Musical Instrument (Bass)-25 (2 points); Musical Instrument (Drums)-25 (2 points); Fast Draw (Pistol)-16 (8 points); Gun (Pistol)-18 (8 points); Gun (Submachine Gun)-18 (8 points); Interrogation-18 (6 points); Judo-15 (16 points); Leadership-16 (2 points); Mathematics-18 (8 points); Photography-16 (2 points); Pilot (Single-engine plane)-15 (8 points); Pilot (Helicopter)-15 (8 points); Poetry-20 (10 points); Research-16 (2 points); Savoir-Faire-18 (4 points); Sex Appeal-17 (8 points); Swimming-15 (4 points); Tactics-18 (8 points); Writing-19 (8 points).

Quirks

Fastidiously neat

Infuriated by people who lay books pages-down to save their place

Carries a squirt gun to shoot smokers in restaurants

Nervous habit: fingernail filing

Likes to build model airplanes

Equipment

Uzi 9mm Submachine Gun with 2 clips

Heavy Kevlar armor (PD 2, DR 12)

2-way radio

Total Point Cost: 500 points



Frank Birmingham had always been the best at anything he tried. He was smarter, stronger, faster and quicker than any of his friends in high school, and excelled in sports in college (where he lettered in track, baseball and basketball). Instead of a career as a professional athlete, however, he was drawn to music — he loved the creativity involved in starting with a blank piece of paper and a melody in his head and ending up with a song or a sonata.

Although he worked extensively with various symphonic groups, his true love was rock and roll — his album collection includes everything ever done by The Who, The Beatles, The Rolling Stones, The Grateful Dead and several other classic groups — over 5,000 albums in all! After graduation Frank headed for the best recruiting spot in the world for musicians — Los Angeles. It was here that he met Amanda and convinced her that Morwena was a much more commercial name. The pair met Harry and Bobby shortly thereafter, and the nucleus of Deathwish was formed.

Frank is slightly uncomfortable as the only non-super in the group, but makes up for it by being the organizer and planner. He is *still* more interested in being a good band than in committing crimes, but is willing to go along with it if it keeps everyone else happy.

ASTHRO

ST: 12 (20 points) IQ: 15 (60 points)
DX: 13 (30 points) HT: 14 (45 points)
Speed: 6.75 Move: 6
Damage: Thrust 1d-1; Swing 1d+2; Uzi 3d-1 cr.
Appearance: Male, white, 24 years old, 5' 10", 173 lbs., short brown hair, brown eyes.

Advantages

Appearance: Handsome (15 points)
Common Sense (10 points)
Filthy Rich (50 points)
Intuition (15 points)
Extraordinary Luck (30 points)
Strong Will +5 (20 points)

Disadvantages

Addiction: Cocaine (+1 Speed, -1 IQ; -30 points)
Greed (-15 points)
Megalomania (-10 points)
Overconfidence (-10 points)
Stubborn (-5 points)

Skills

Accounting-16 (6 points); Administration-15 (2 points);
Computer Operation-15 (1 point); Diplomacy-16 (6 points);
Driving (Car)-15 (8 points); Guns (Pistol)-16 (2 points); Guns
(Submachine Gun)-17 (4 points); Fast-Draw (Pistol)-14 (2
points); Fast-Draw (Submachine gun)-14 (2 points); Law-18 (10
points); Merchant-16 (4 points); Musical Instrument (Drums)-
16 (6 points); Politics-17 (6 points); Savoir-Faire-16 (2 points)

Super-Powers and Skills

* Teleportation Power 20 (160 points)
Exoteleport-22 (Once per day -4; 15 minutes to
build a charge -3; 42 points)
Telepathy Power 7 (70 points)
Emotion Sense-14 (8 points)
Mind Shield-11 (1 point)
Mental Blow-14 (8 points)
Suggest-15 (12 points)
Telecontrol-15 (12 points)
Telereceive-15 (12 points)
Telescan-15 (12 points)
Telesend-15 (12 points)

Equipment

Uzi 9mm submachine gun with 2 clips
Heavy Kevlar armor (PD 2, DR 12)
2-way radio

Quirks

Watches *General Hospital* religiously
Collects parrots
Fan of Woody Allen movies
Abuses waiters for less-than-perfect service
Avid reader of H.P. Lovecraft

Total Point Cost: 625 points



Harry Johnson knew he was cut out for a career in law and diplomacy from an early age — when he turned 13 he gained the ability to sense what others were thinking! Harry also had another passion in life — the drums. These two forces held him in a mental tug-of-war throughout his teenage years, resulting in an internal compromise when the time came to choose a college. He would go to a good school, but it would be a school near Los Angeles, the musical mecca.

So Harry ended up at U-Cal Berkeley, studying by day and drumming by night. He had never considered adding crime to his list of hobbies until he met Demolition Man. Something about Bobby's hedonistic passion for life rubbed off on Harry. He began using drugs and collaborating with Bobby on jobs.

Finally they met up with Morwena and Frank, and a partnership was formed. Harry (who adopted the stage name H.I. Jynx at Frank's behest) had developed a serious cocaine problem at this point, and had also become convinced that he didn't have to fool with the existing political structure. With the help of his teammates, he could take over the world!

Whirlwind

ST: 10 (0 points) IQ: 12 (20 points)
DX: 12 (20 points) HT: 12 (20 points)
Speed: 6 Move: 6 (96 flying)
Damage: Thrust 1d-2; Swing 1d; Wind Blast 8d+8;
H&K rifle 7d cr.

Appearance: Male, white, 19 years old, 6' 0", 140 lbs., long blond hair, blue eyes.

Advantages

Ambidextrous (10 points)
Strong Will +3 (12 points)
Very Wealthy (30 points)

Disadvantages

Compulsive Liar (-15 points)
Greed (-15 points)
Paranoia (-10 points)
Skinny (-5 points)

Super-Advantages

Damage Resistance +20 (100 points)
Flight (40 points)
Invisibility (Switchable +1; 44 points)
Invisibility to Machines (Switchable +1; 28 points)
Passive Defense +2 (50 points)
Super Flight X3 (60 points)

Skills

Acrobatics-13 (8 points); Bicycling-12 (1 point); Carousing-14 (8 points); Cooking-13 (2 points); Gambling-13 (4 points); Guns (Rifle)-15 (8 points); Hobby (Surfing)-11 (1 point); Musical Instrument (Guitar)-26 (24 points); Streetwise-14 (6 points)

Super-Power and Skills

Air Power 16 (160 points)
Vacuum-10 (4 points)
Whirlwind-11 (8 points)
Wind Blast-15 (24 points)
Wind Jet-11 (8 points)

Equipment

H&K PSG1 with 2 clips
Heavy Kevlar armor (PD 2, DR 12)
2-way radio

Quirks

Loves to spend weekends in Las Vegas
Secretly listens to classical music
Acts much dumber than he actually is
Extremely concerned with his rebel image
Rides his bicycle every chance he gets

Total Point Cost: 650 points



Edward Traynor is a native Californian — he surfed, skated, grew his hair waist-length, bleached it blond and did everything else that he thought a “typical” California boy should do. His consuming passion since he was seven years old has been his guitar. He practiced for at least two hours every day, rain or shine, until he could make the instrument do anything that he wanted.

When puberty hit, Eddie found out he had several other talents — flight, for instance, and the ability to control winds. At first he only used this power to provide good windsurfing weather — but when he found he could turn invisible, the temptation to *do some crimes* became overwhelming.

About this time Eddie got the chance to try out for Deathwish, their old guitarist having died in a spontaneous combustion accident. Much to his surprise, although not to anyone who had heard him play, he got the job. Eddie doesn't realize that one of the reasons he got the gig was that Psytron read his mind and discovered his meta-human status.

As far as Eddie is concerned, he's died and gone to heaven. Not only is he playing with one of the hottest bands in the world, but he is working with an accomplished group of meta-villains that can teach him the ropes as on how to most effectively use his abilities.

ARE YOU READY TO ROCK?

There's no business like show business, and Deathwish knows how to put on a show! They've got strobe lights, laser effects, smoke machines and enough wattage to deafen even the most hardcore rockers. But strange things are starting to happen at Deathwish shows—a shooting here, a stabbing there, and the occasional full-blown riot to make things interesting. Add to this mixture a sinister group of meta-villains whose tastes run more to museum robberies than to guitars and drums, and you've got a mystery on your hands!

Deathwish is an adventure for three or more 500-point supers. The investigation spans coast-to-coast with stops in Los Angeles, Denver and several other cities throughout the U.S.

Deathwish includes:

- Complete descriptions of the bands Deathwish and Sinister Drums (including a Deathwish Discography).
- Detailed maps of concert sites, villain headquarters and other important areas.
- Several NPCs that can be used in an ongoing campaign.
- Adventure seeds that make this a perfect sourcebook for continuing adventure even after the initial investigation is over.
- And much, much more . . .



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0 80742 06112 5

ISBN 1-55634-156-3

SJG00695 6112

Made in the U.S.A.